```
-VARIABLE INFO-
pi := 3.141592653589793
distance_modifier := 100
max_list := 1000
distance_mean := 19791.091
relative_angle_mean := 0
intersect_angle_mean := 0
speed_ovn_mean := 650
speed_int_mean := 600
distance_range := 60261
relative_angle_range := 6.28318530718
intersect_angle_range := 6.28318530718
speed_ovn_range := 1100
speed_int_range := 1200
command - VAR - {clear, weak_left, weak_right, strong_left, strong_right}
distance - DEFINE - INT
relative_angle - DEFINE - INT
intersect_angle - DEFINE - INT
speed_ovn - DEFINE - INT
speed_int - DEFINE - INT
network_1,1 - NEURAL - {clear, weak_left, weak_right, strong_left, strong_right}
network_2,1 - NEURAL - {clear, weak_left, weak_right, strong_left, strong_right}
network_3,1 - NEURAL - {clear, weak_left, weak_right, strong_left, strong_right}
network_4,1 - NEURAL - {clear, weak_left, weak_right, strong_left, strong_right}
network_5,1 - NEURAL - {clear, weak_left, weak_right, strong_left, strong_right}
```

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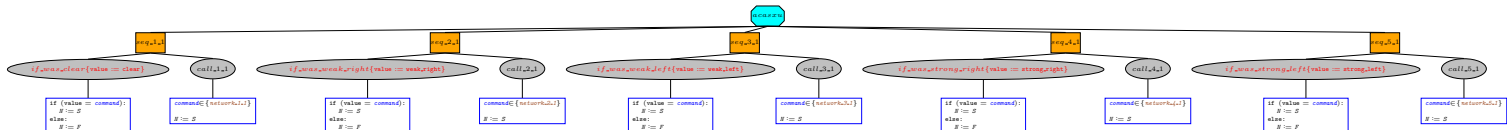
-INITIAL VALUES-
command∈{clear, weak_left, weak_right, strong_left, strong_right}
distance:= 10000
relative_angle:= 0
intersect_angle:= 90
speed_ovn:= 500
speed_int:= 700
NN(((distance − 19791.091)/60261), (((3.141592653589793 · (relative_angle/180)) − 0)/6.28318530718), (((3.141592653589793 · (intersect_angle/180)) − 0)/6.28318530718), ((speed_ovn − 650)/1100), ((speed_int − 600)/1200))
NN(((distance − 19791.091)/60261), (((3.141592653589793 · (relative_angle/180)) − 0)/6.28318530718), (((3.141592653589793 · (intersect_angle/180)) − 0)/6.28318530718), ((speed_ovn − 650)/1100), ((speed_int − 600)/1200))
NN(((distance − 19791.091)/60261), (((3.141592653589793 · (relative_angle/180)) − 0)/6.28318530718), (((3.141592653589793 · (intersect_angle/180)) − 0)/6.28318530718), ((speed_ovn − 650)/1100), ((speed_int − 600)/1200))
NN(((distance − 19791.091)/60261), (((3.141592653589793 · (relative_angle/180)) − 0)/6.28318530718), (((3.141592653589793 · (intersect_angle/180)) − 0)/6.28318530718), ((speed_ovn − 650)/1100), ((speed_int − 600)/1200))
NN(((distance − 19791.091)/60261), (((3.141592653589793 · (relative_angle/180)) − 0)/6.28318530718), (((3.141592653589793 · (intersect_angle/180)) − 0)/6.28318530718), ((speed_ovn − 650)/1100), ((speed_int − 600)/1200))
```

```
-ENVIRONMENT UPDATES-
```