time values will of course differ between tests.

Amount of A and B blocks can differ between tests depending on which are destroyed.

**Orientation values are unlikely to match when repeating the tests, so paying attention to what the ball does after grabbing a power is most important in order to make certain that this effect works correctly.**

**OrientationTest1:**

**output at the start:**

----- Ball: Ball -----

Size: 1.0

Speed: 5.0

Orientation: 270

Damage: 1

Immaterial: false

----- Paddle: Paddle -----

Size: 1.0

Speed: 5.0

Orientation: 5.0

----- Block: A -----

Size: 10.0

Hardness: 1

Resistance: 0

----- Block: B -----

Size: 10.0

Hardness: 1

Resistance: 0

----- Block: A -----

Size: 10.0

Hardness: 1

Resistance: 0

----- Block: B -----

Size: 10.0

Hardness: 1

Resistance: 0

----- Ball: Ball -----

Size: 1.0

Speed: 5.0

Orientation: 270

Damage: 1

Immaterial: false

----- Paddle: Paddle -----

Size: 1.0

Speed: 5.0

Orientation: 5.0

----- Block: A -----

Size: 10.0

Hardness: 1

Resistance: 0

----- Block: B -----

Size: 10.0

Hardness: 1

Resistance: 0

----- Block: A -----

Size: 10.0

Hardness: 1

Resistance: 0

----- Block: B -----

Size: 10.0

Hardness: 1

Resistance: 0

**output after grabbing the first power:**

1056 deployed: org.alia4j.noirin.action.MethodCallAction@2e3f7cd9 [\* \* bp.base.Ball+.getOrientation(..) throws \* exposes[${180}] when org.alia4j.liam.TruePredicate@4a1da247]

ScheduleInfo [time=AROUND, rule=DEFAULT]

----- Ball: Ball -----

Size: 1.0

Speed: 5.25

Orientation: 415

Damage: 1

Immaterial: false

----- Paddle: Paddle -----

Size: 1.0

Speed: 5.0

Orientation: 5.0

----- Block: A -----

Size: 10.0

Hardness: 1

Resistance: 0

----- Block: A -----

Size: 10.0

Hardness: 1

Resistance: 0

----- Block: B -----

Size: 10.0

Hardness: 1

Resistance: 0

**output after first power expires:**

4059 deployed: org.alia4j.noirin.action.MethodCallAction@2e3f7cd9 [\* \* bp.base.Ball+.getOrientation(..) throws \* exposes[${180}] when org.alia4j.liam.TruePredicate@4a1da247]

ScheduleInfo [time=AROUND, rule=DEFAULT]

----- Ball: Ball -----

Size: 1.0

Speed: 5.788125000000001

Orientation: 160

Damage: 1

Immaterial: false

----- Paddle: Paddle -----

Size: 1.0

Speed: 5.0

Orientation: 5.0

----- Block: A -----

Size: 10.0

Hardness: 1

Resistance: 0

----- Block: A -----

Size: 10.0

Hardness: 1

Resistance: 0

----- Block: B -----

Size: 10.0

Hardness: 1

Resistance: 0