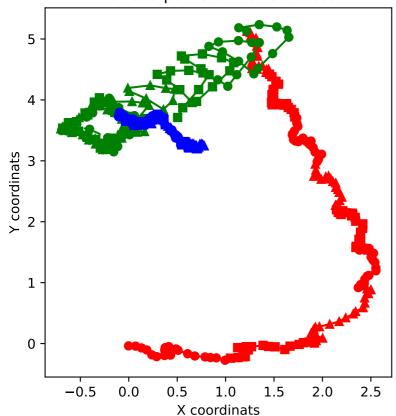
## Various paths on flat surfaces



maintainSpeedincreaseSpeeddecreaseSpeed

maintainBodyincreaseBody

····· decreaseBody

- maintainLegStride
- widenLegStride
- ▲ decreaseLegStride