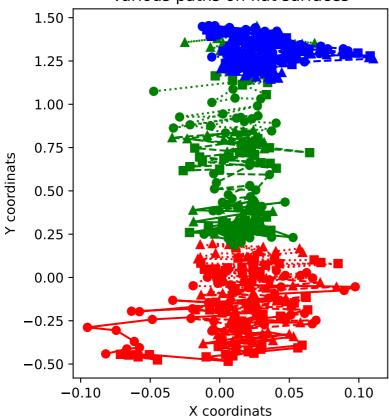
## Various paths on flat surfaces



- maintainSpeed
- increaseSpeed
- --- decreaseSpeed
- maintainBody
- --- increaseBody ---- decreaseBody
- maintainLegStride
- widenLegStride
- **▲** decreaseLegStride