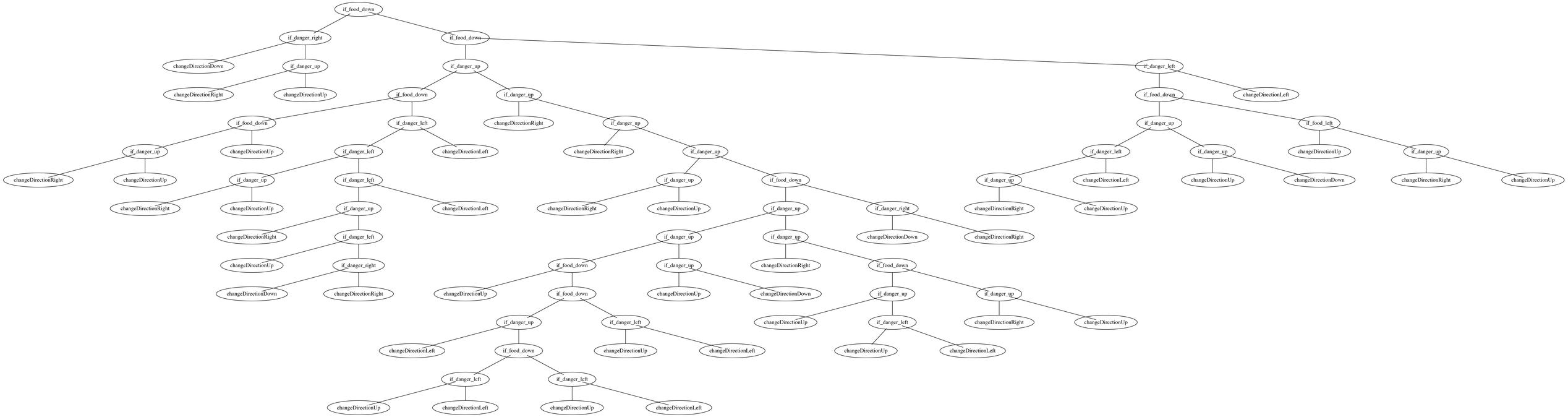
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if_danger_right
if_food_down
changeDirectionDown
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