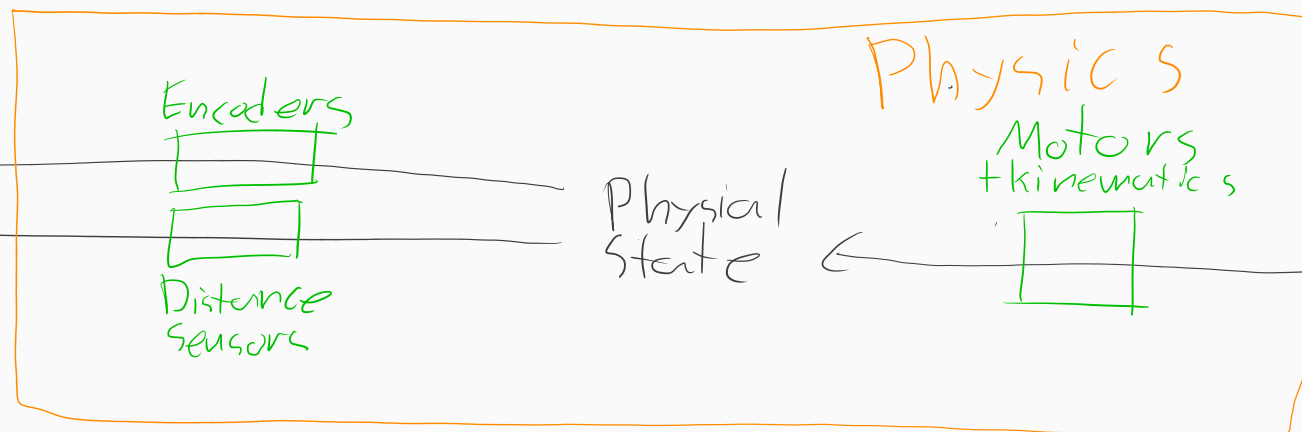
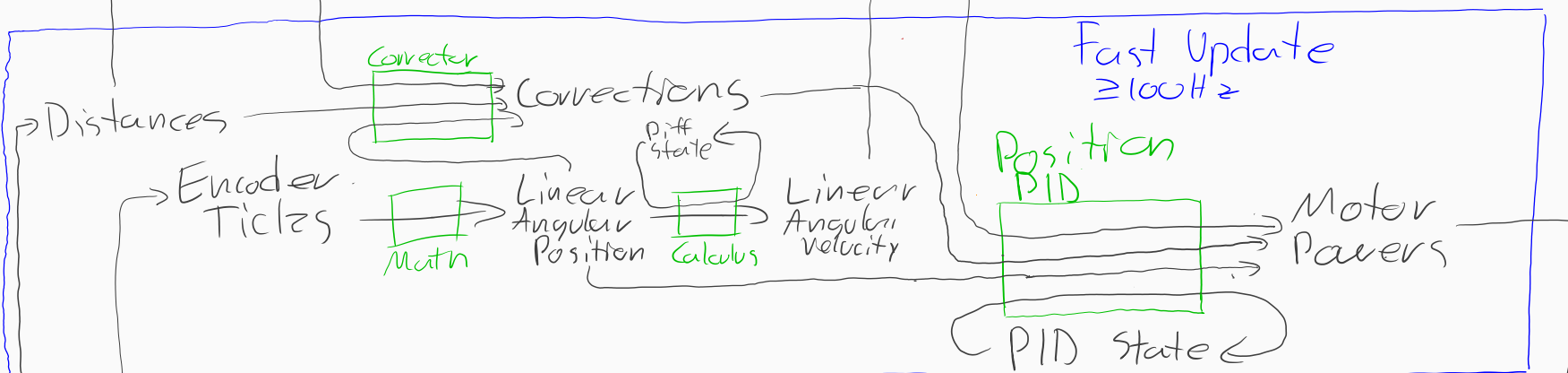
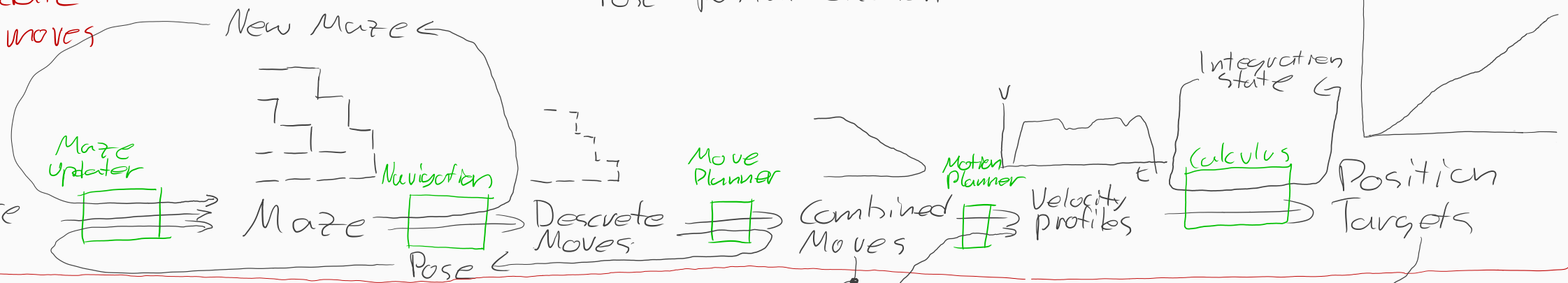
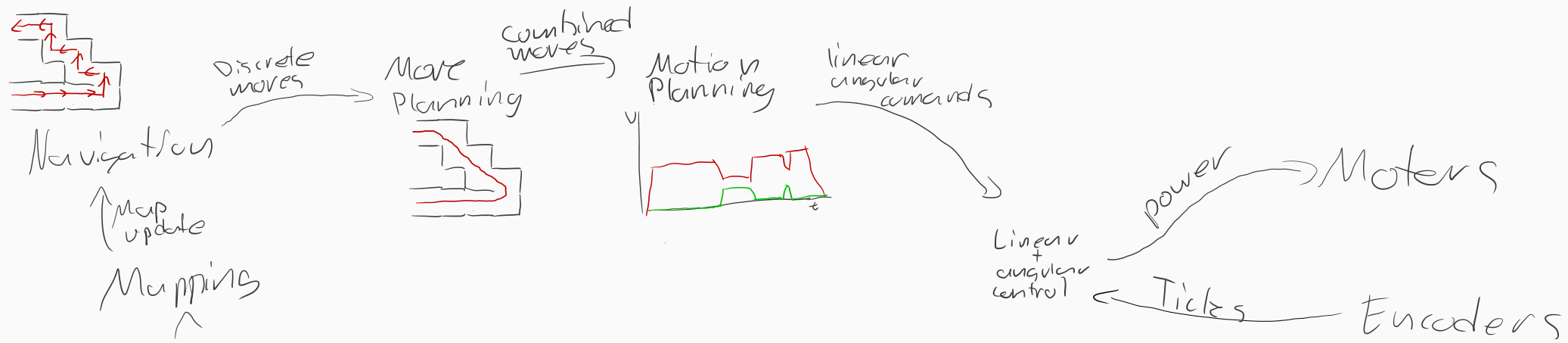


Slow Update
1/set of moves

Pose = position + direction





Discrete Moves

Combined Moves

North
South
East
West

ToF

