



`min_distance`: the minimum distance that should lay between the trajectory and the wall

`max_distance`: defines the maximum distance, how far points may be interpolated outside the geometry. Points, that lay nearer than this to the wall are also adjusted, to create a smoother trajectory.

`back_distance`: points, which lie within this range inside of the wall are going to be corrected. Technically it can be as wide as the obstacle, but a more precise parameter is helpful for a better linear interpolation.