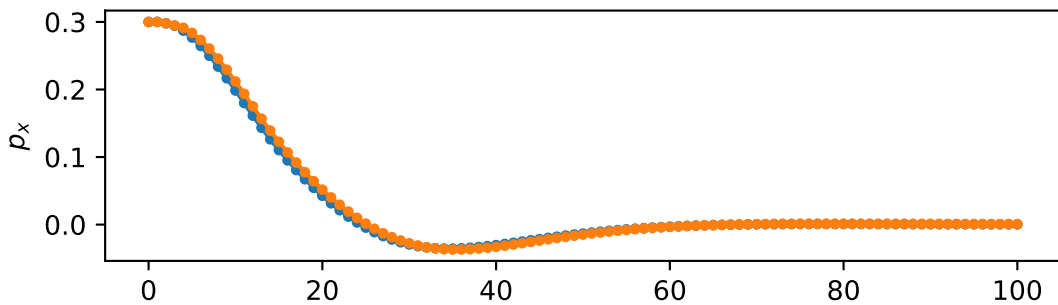
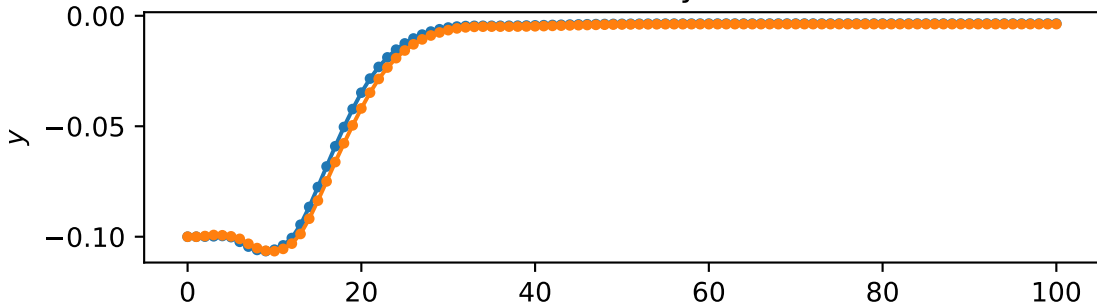


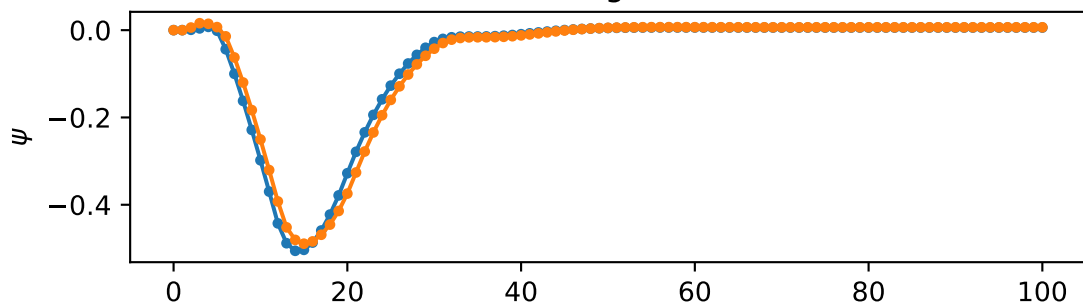
Position x



Position y



Angle



Velocity

