

scenario	action	followup action
0 (error)	check and return danger conditions	stop!
1 (left too close)	set left too close result	check right proximity
2 (right too close)	set right too close result	check center proximity
4 (center too close)	set center too close result	return danger condition(s)
8 (straight)	set straight possible	go straight
9 (left turn)	set left turn possible	turn left
10 (right turn)	set right turn available	turn right
11 (tee joint)	set right turn available	turn right
12 (left joint)	set straight possible	go straight
13 (right joint)	set straight possible	go straight
14 (crossroad)	set straight possible	go straight
15 (blocked)	set blocked	reverse