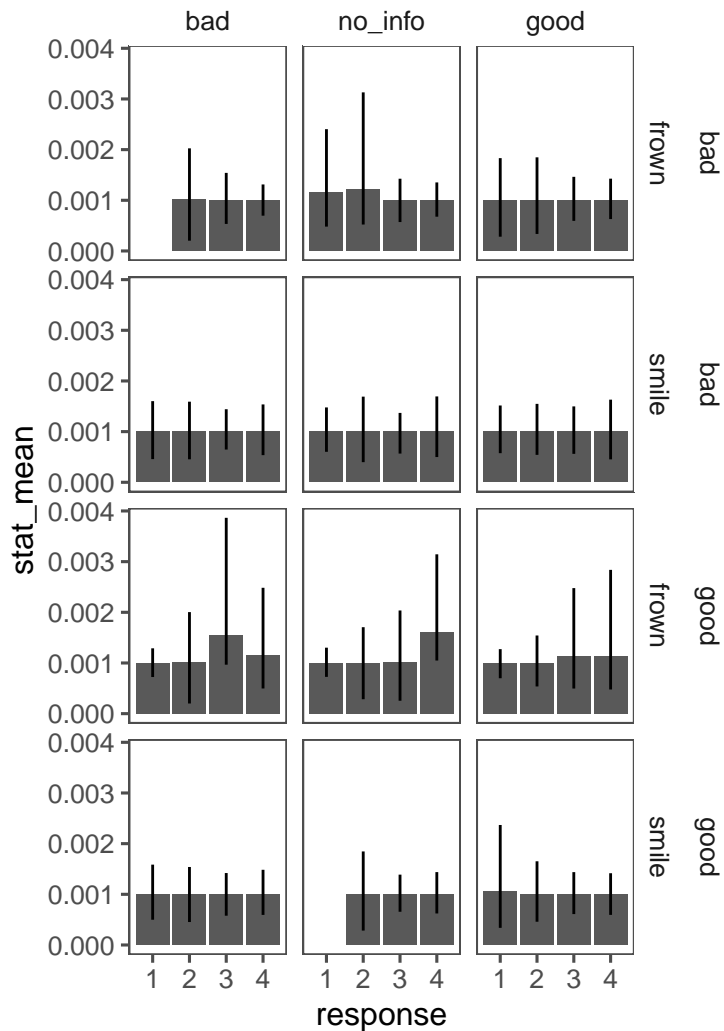
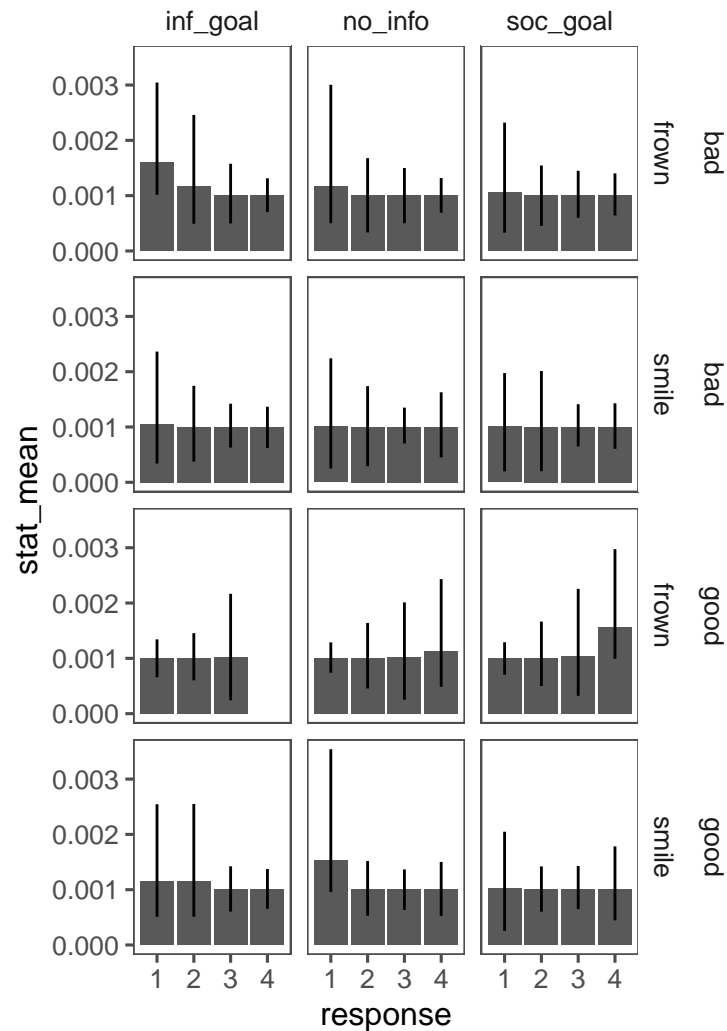


state manipulation



goal manipulation



emolsComm manipulation

