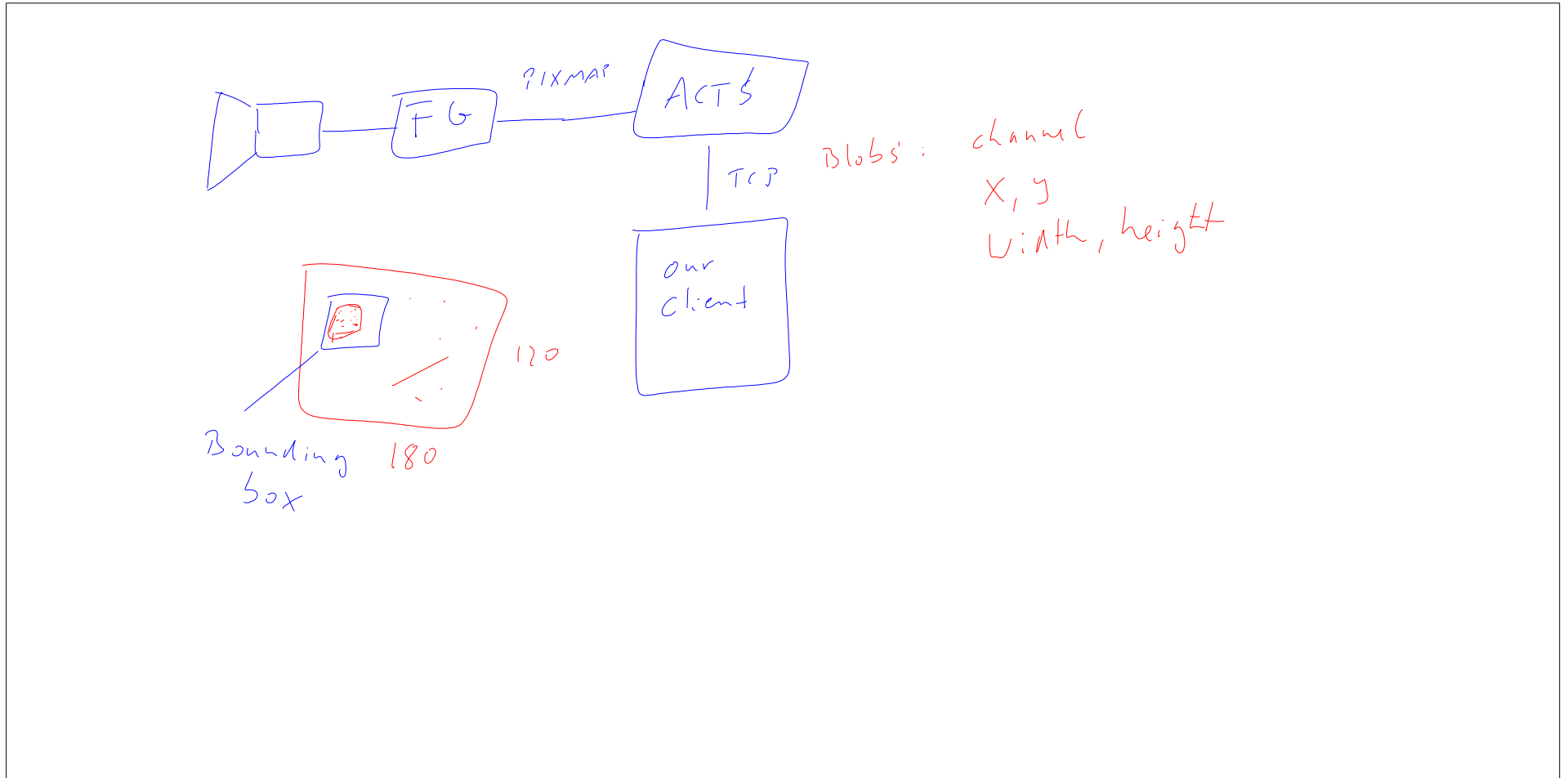
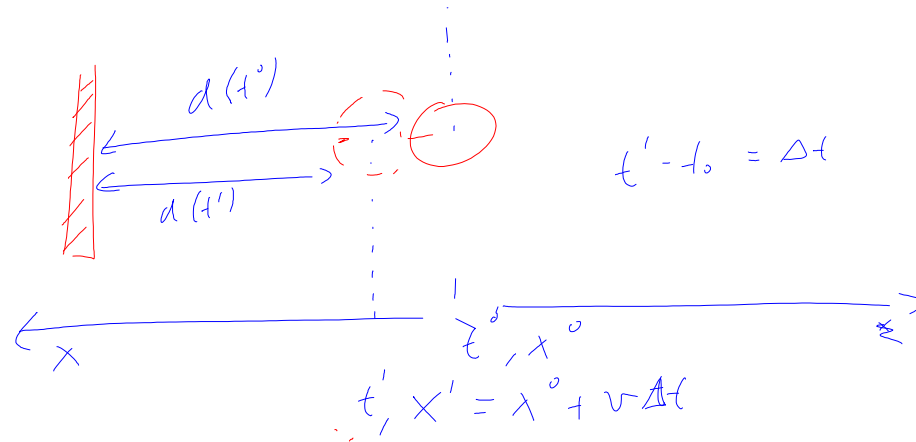


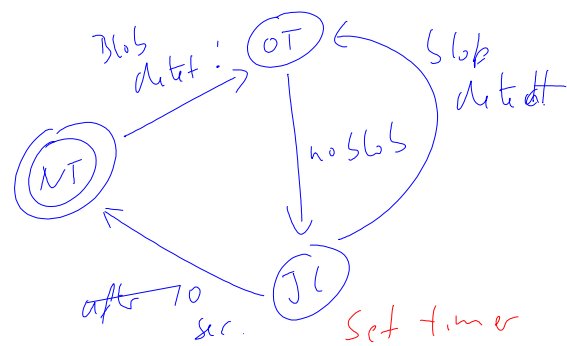
ACF\$AST- FAST COLOR TRACKING
- Man-made Env
- Fiducial Markers
- ROBO CUT



- Sensor Buffers (Queues)
 "Temporal reasoning"



- STATES'
enum { NOTARGET, ONTARGET, JUSTLOSTTARGET },



⚡ dead locks

= different/separate Behaviors
activate/deactivate each other.

19.232
10.12.5.73

ActionTurn ← new class
inherits from ArAction

Overwrite:

```
class A {  
    ...  
} }  
    Constructor  
    Destructor  
    .h  
    setRobot
```

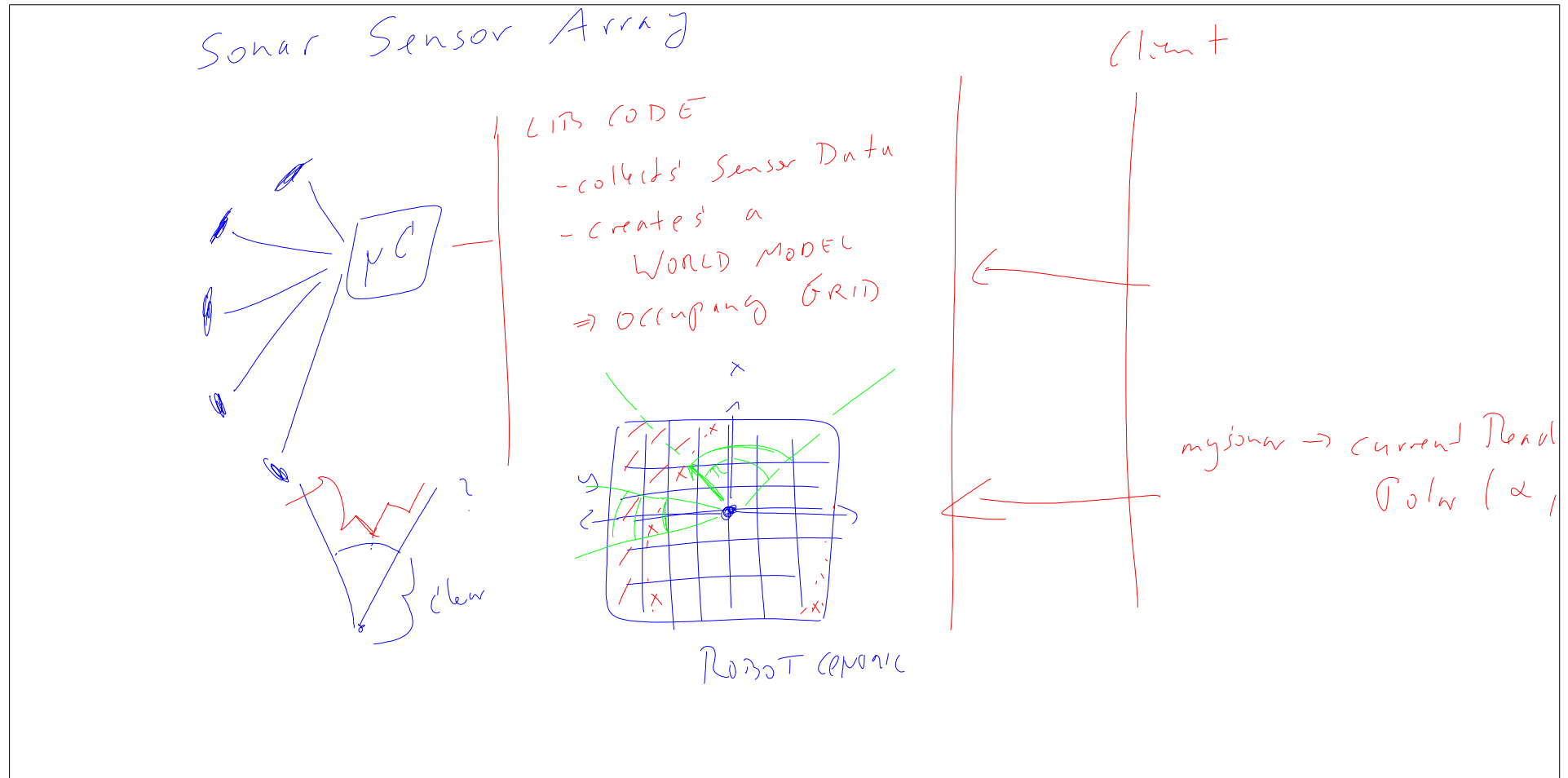
```
A::A() ... }  
A::~A() ... }  
    fire ( )  
    .cpp
```

ActionTurn ()

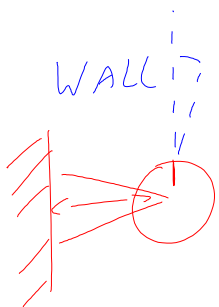
~ActionTurn ()

// When Behavior is added to
robot's list robot.addAction

called 10 x per sec



GO FORWARD



set Vel ()

current Reading Polar (-30, 30)

state var left/right

side = left; Polar (70, 110)

if $r < \text{min dist}$ set Delta heading
set Delta heading (-5);

max / -

