



O enableNeighbourDetection() [terminates]

O disableNeighbourDetection() [terminates]

O enableObjectWatch() [terminates]

O disableObjectWatch() [terminates]

O enableGoalFinding() [terminates]

O disableGoalFinding() [terminates]

O moveToObject() [terminates]

O moveAroundObject() [terminates]

O searchObject() [terminates]

O closeInOnObject() [terminates]

O scanAndAlign() [terminates]

O evade() [terminates]

O pushObject() [terminates]