

vector

time

IObjectWatchOps
enableObjectWatch()
disableObjectWatch()

IObjectWatch
objectSeen: nat

INeighbourWatchOps
enableNeighbourDetection()
disableNeighbourDetection()

IGoalWatchOps
enableGoalFinding()
disableGoalFinding()

IWalk
stopMoving()
scanAndAlign()
evade()

IMotionControl
searchObject()
moveToObject()
closeInOnObject()
pushObject()
moveAroundObject()
scanAndAlign()
evade()

IGoalWatch
goalSeen

INeighbourWatch
neighbourDetected: nat

