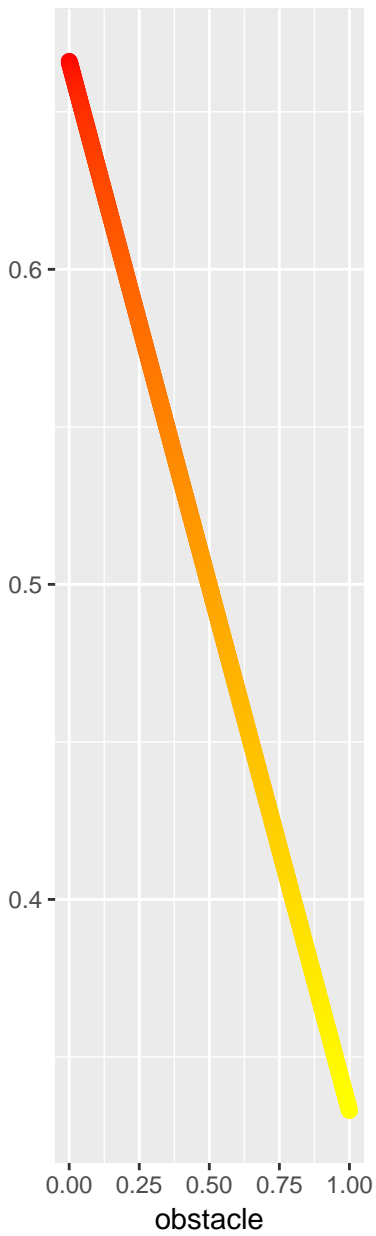


# ObstacleAvoidance

## obstacle vs tsSteer



## tsSteer vs obstacle

