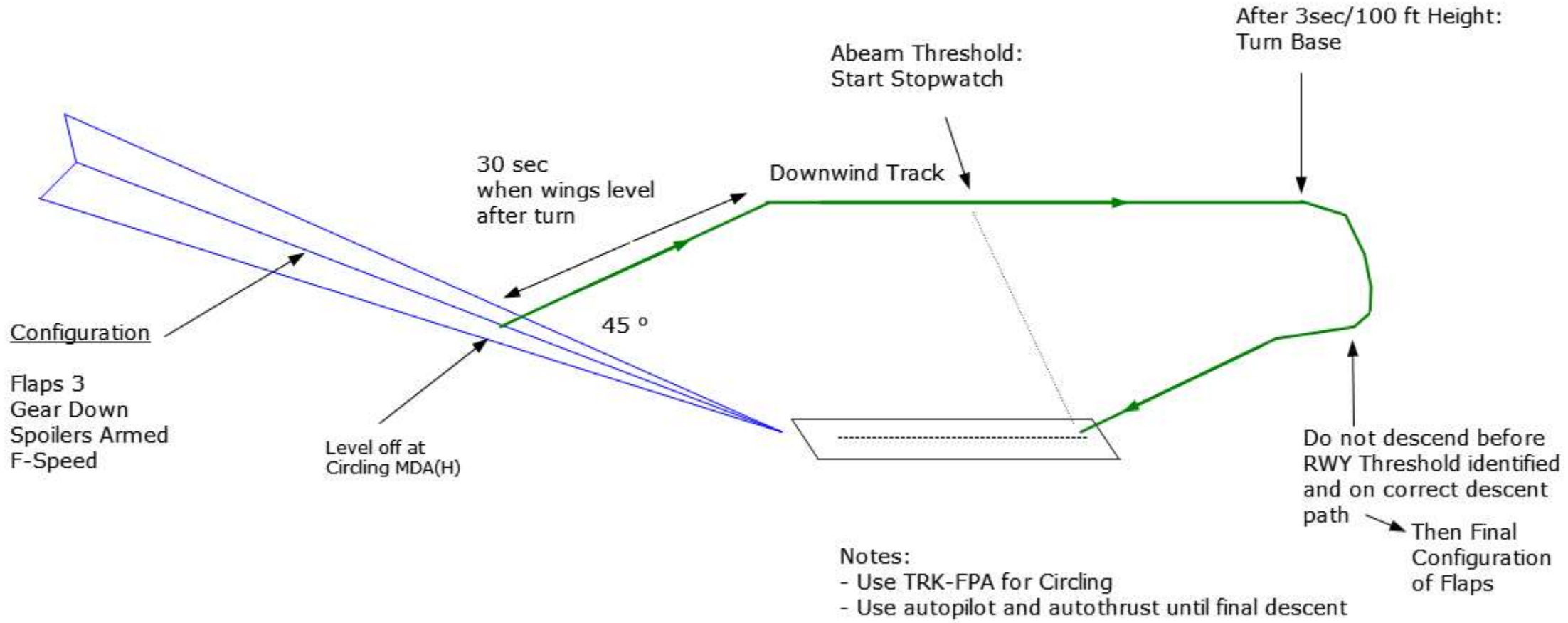


Note: Only for PC Simulator use!

## Simple Circling Approach



Note: Only for PC Simulator use!