

Using predefined controllers

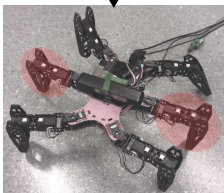
Pre-damage



22 predefined controllers

damage

Post-damage

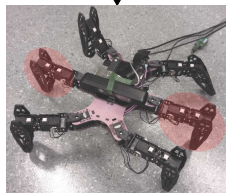


Covered distance

Using T-Resilience

No procedure
before damage

T-Resilience



Covered distance