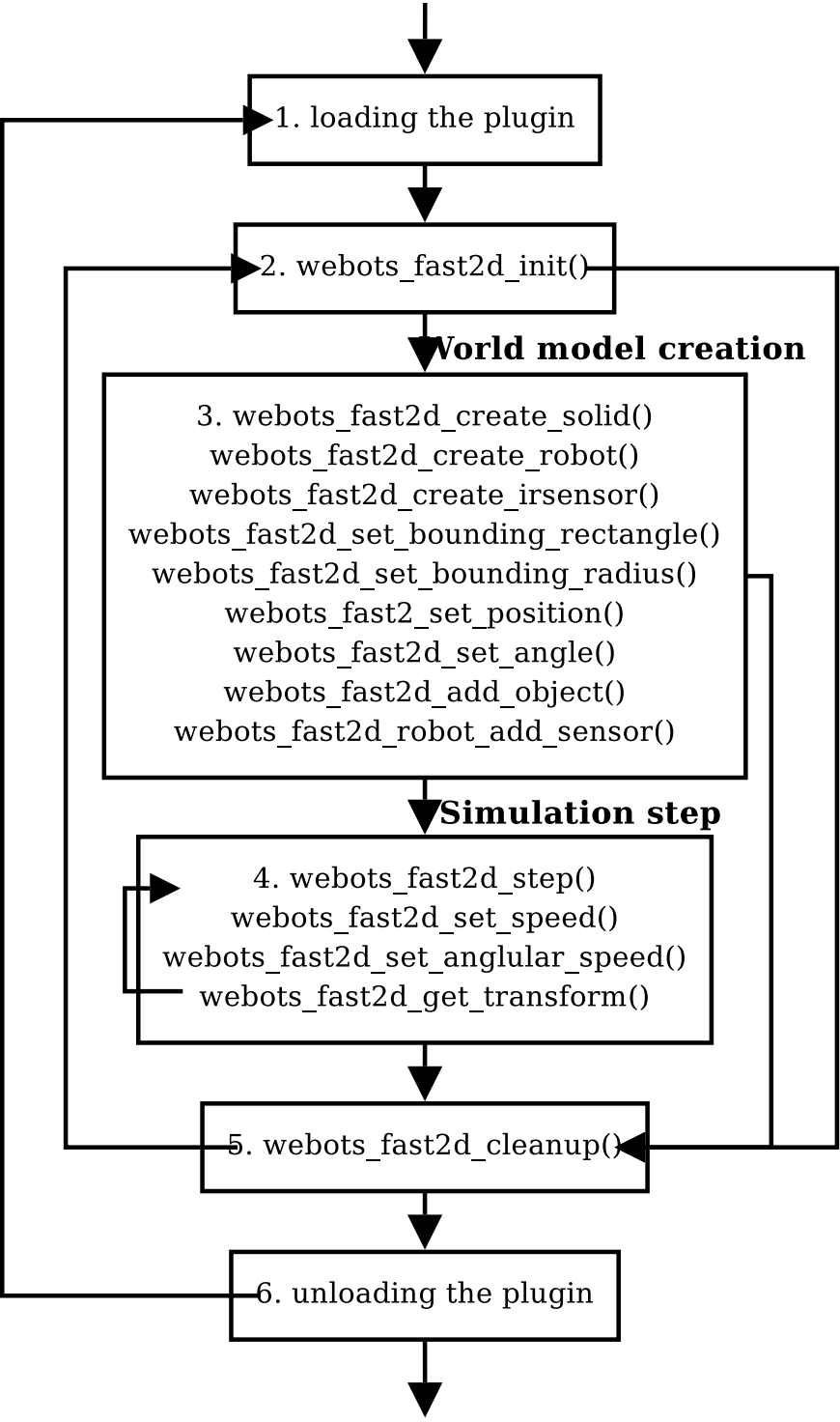
1. loading the plugin
2. webots_fast2d_init()
World model creation
3. webots_fast2d_create_solid()
webots_fast2d_create_robot()
webots_fast2d_create_irsensor()
webots_fast2d_set_bounding_rectangle()
webots_fast2d_set_bounding_radius()
webots_fast2_set_position()
webots_fast2d_set_angle()
webots_fast2d_add_object()
webots_fast2d_robot_add_sensor()
Simulation step
4. webots_fast2d_step()
webots_fast2d_set_speed()
webots_fast2d_set_anglular_speed()
webots_fast2d_get_transform()
5. webots_fast2d_cleanup()
6. unloading the plugin