

```
rewards "rm_calls"  
  [man_inter] true : 1; // +1 when manager intervenes  
endrewards  
  
rewards "frame_dropped"  
  [] cam = cam_fr_drop : 1; // +1 with every dropped frame  
endrewards  
  
rewards "frame_sent"  
  [] cam = cam_fr_sent : 1; // +1 with every sent frame  
endrewards  
  
rewards "cost"  
  [man_inter] true : 1; // +1 when manager intervenes  
  [] cam = cam_fr_drop : 10; // +10 with every dropped frame  
endrewards
```