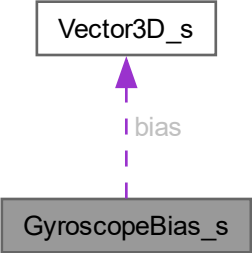


Vector3D\_s



```
graph BT; GyroscopeBias_s -- bias --> Vector3D_s
```

bias

GyroscopeBias\_s