

IMUData

- + `acc_scale: double`
- + `gyro_scale: double`
- + `samplingRate: const double`
- + `GPSsec: double`
- + `DeltaAngle: Vector3d`
- + `DeltaVelocity: Vector3d`
- + `IMUData(double, Vec3d, Vec3d)`

MotionState

- + `Attitude: Quaternion`
- + `BLH: BLHCoordinate`
- + `Velocity: Vector3d`
- + `Gravity: Vector3d`
- + `Omega_ie: Vector3d`
- + `GPSsec: double`
- ...
- + `MotionState(...)`