Acceleration_histogram for all_types_of_terrain

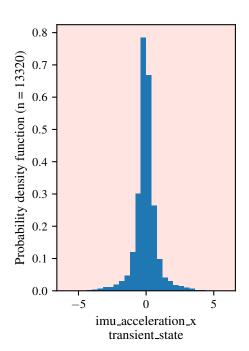
acceleration_x on boreal

0.8 0.7 0.6 0.7 0.6 0.7 0.8 0.7 0.8 0.7 0.8 0.7 0.7 0.8 0.8 0.7 0.7 0.8 0.8 0.8 0.7 0.7 0.8 0.8 0.8 0.8 0.9 -

0.0

-5

acceleration_x on tile



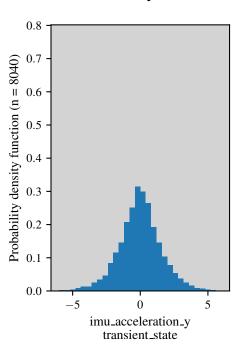
acceleration_y on boreal

0

imu_acceleration_x

transient_state

5



acceleration_y on tile

