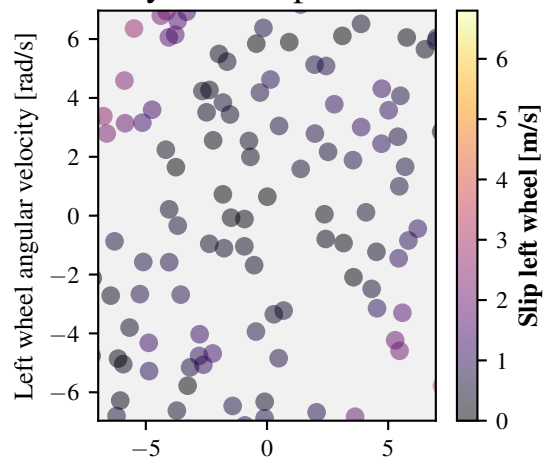
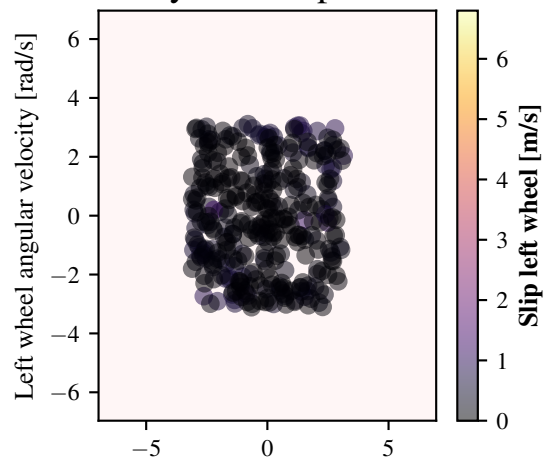


All roboticist with the husky m/s
Absolute Steady-state slip (x,y,yaw) for all_types_of_terrain

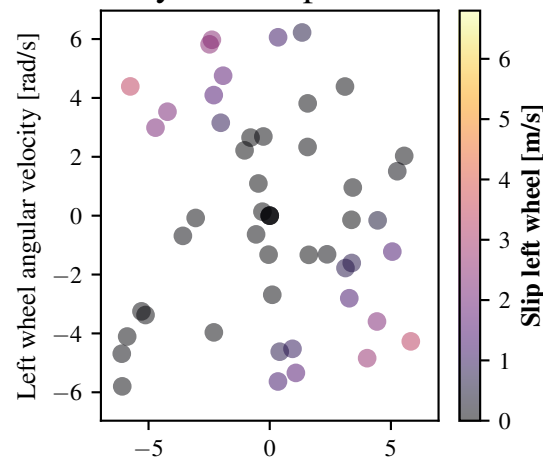
Steady-state slip for boreal



Steady-state slip for tile



Steady-state slip for avide



Steady-state slip for avide2

