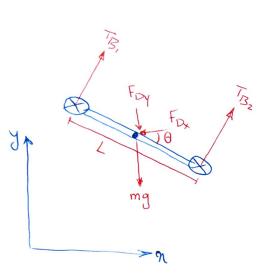
Quadrotor - 2D



Position } X

Orientation . 0