

get_encoder_velocity



```
graph LR; A[get_encoder_velocity] --> B[imeGetVelocity]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'get_encoder_velocity'. The right box is white with a black border and contains the text 'imeGetVelocity'. A dark blue arrow points from the right side of the gray box to the left side of the white box.

imeGetVelocity