

get_encoder_velocity



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

A diagram showing a mapping from a function name to a class method. On the left, a gray rectangular box contains the text 'get_encoder_velocity'. A dark blue arrow points from the right side of this box to the left side of a white rectangular box on the right. The white box contains the text 'imeGetVelocity'.

imeGetVelocity