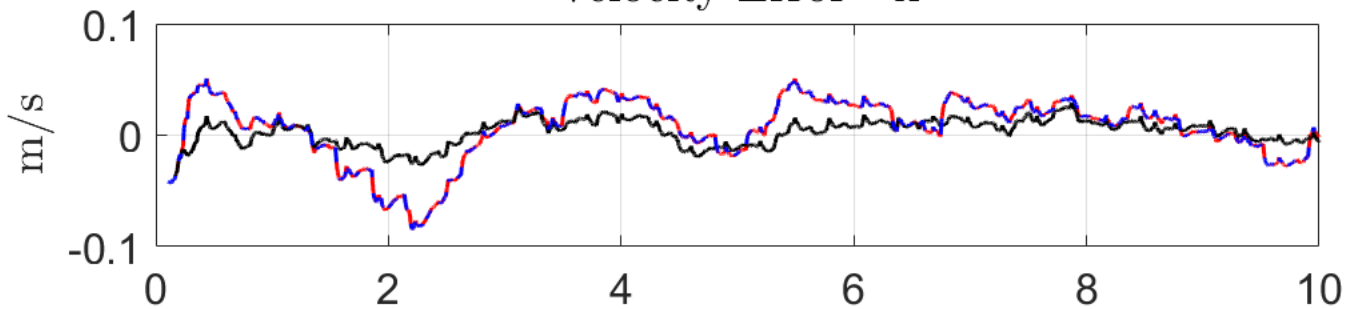
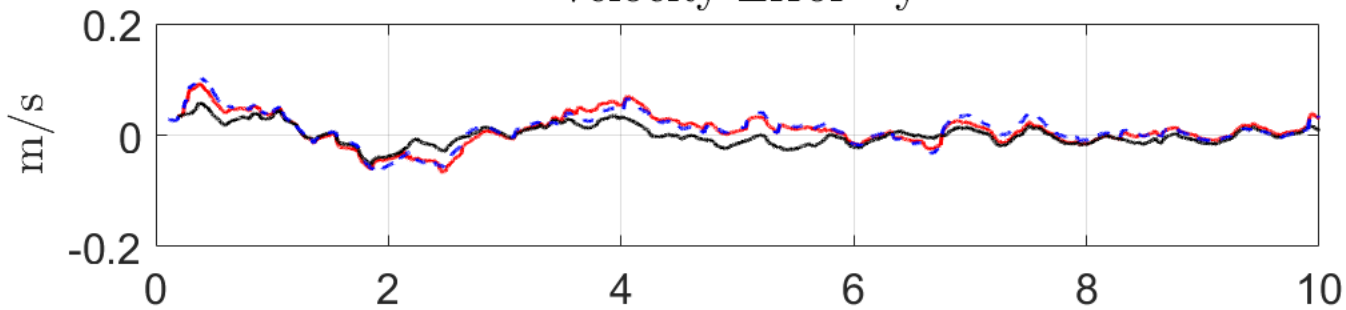


Velocity Error - x



Velocity Error - y



Velocity Error - z

