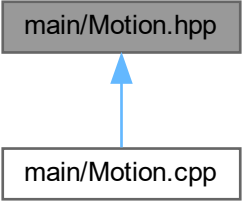


main/Motion.hpp



```
graph BT; A[main/Motion.cpp] --> B[main/Motion.hpp]
```

main/Motion.cpp