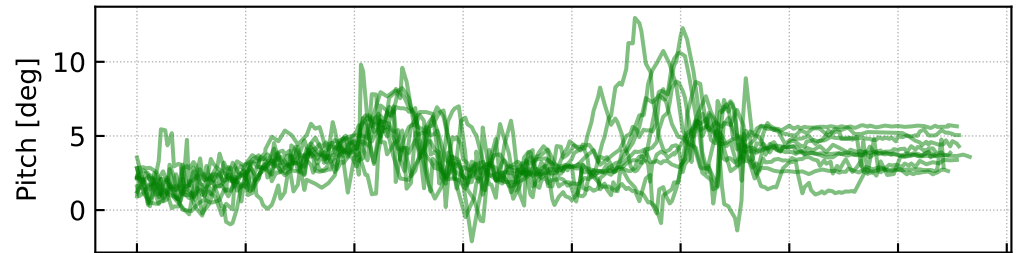
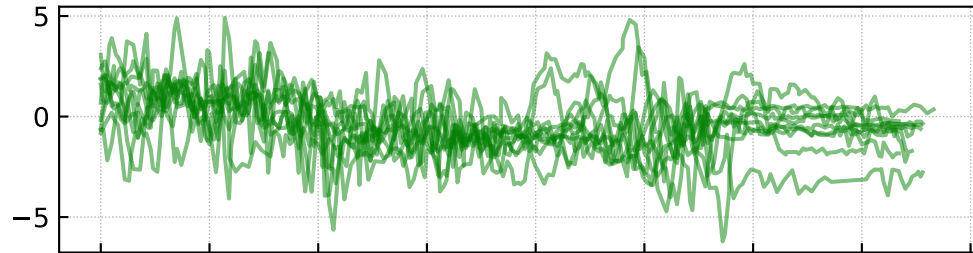


— Actual trajectory

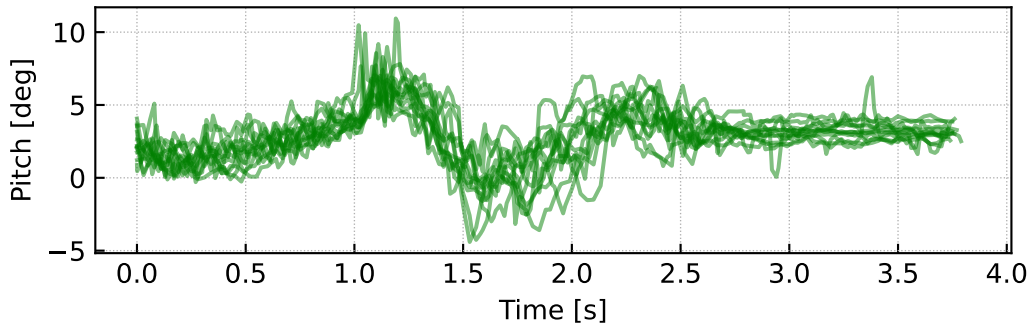
Pitch(Without compensation)



Roll(Without compensation)



Pitch(With compensation)



Roll(With compensation)

