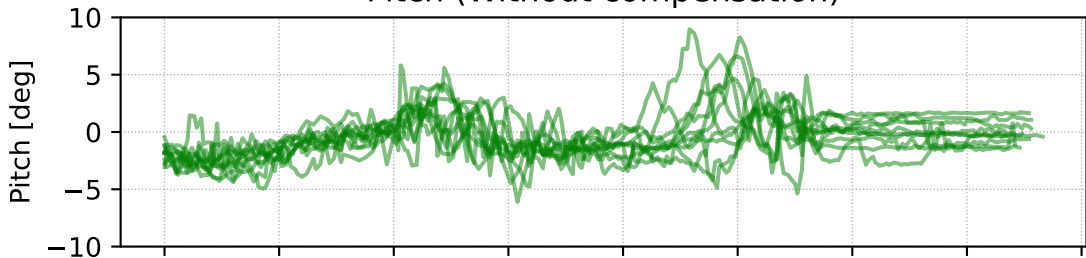


— Actual trajectory

Pitch (Without compensation)



Pitch (With compensation)

