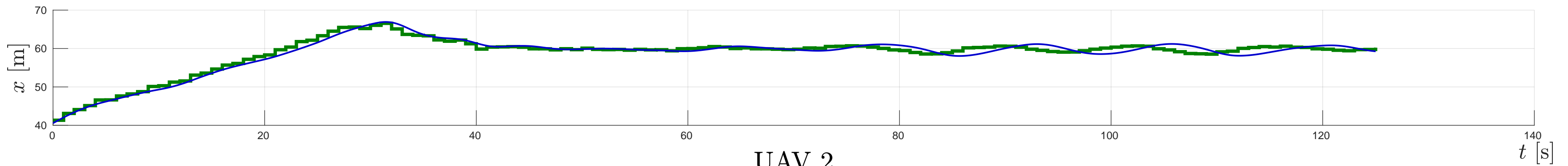


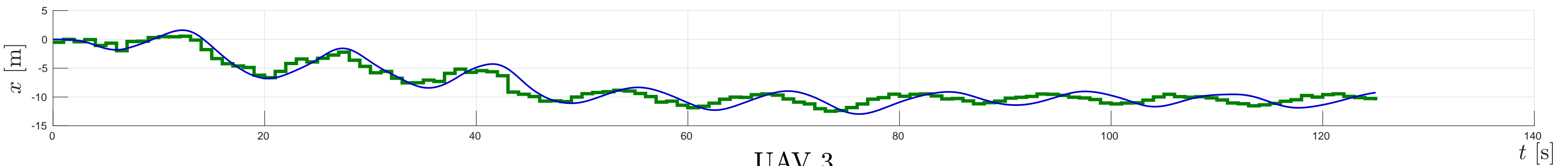
Input vs Real position-x

— Input — Real

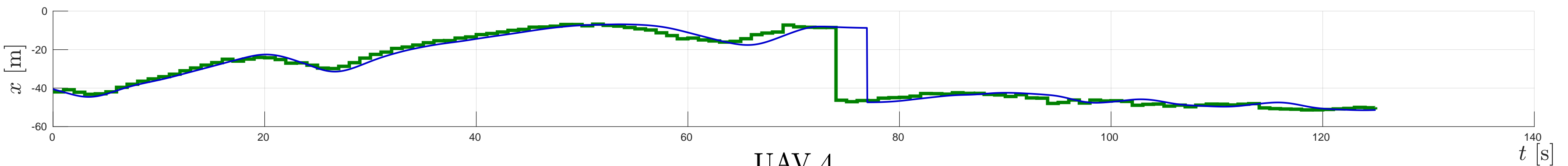
UAV 1



UAV 2



UAV 3



UAV 4

