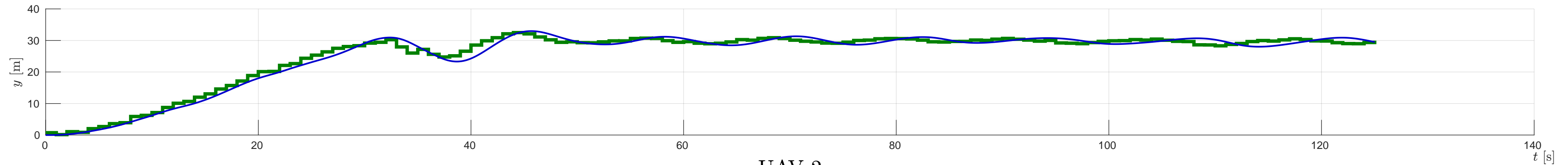


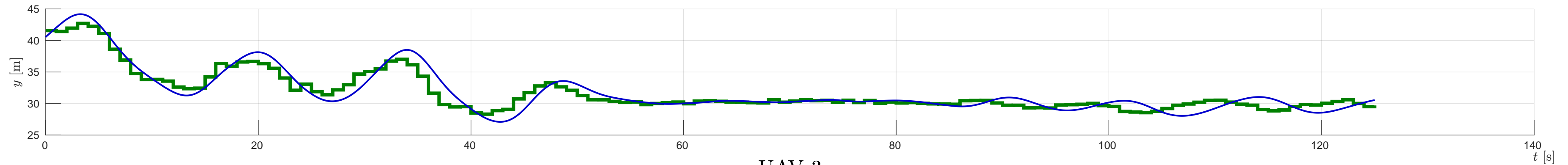
Input vs Realposition-y

Input Real

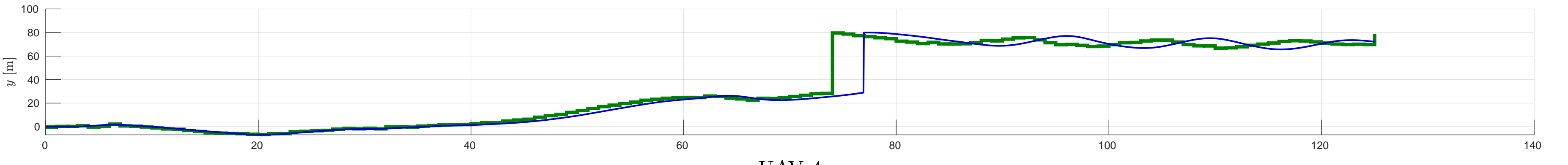
UAV 1



UAV 2



UAV 3



UAV 4

