**Calculate Foot Vectors**

Datum Vector: Foot resting coordinates

Final Vector: Calculated foot vector

Joystick 1 x, y input

Joystick 2 rotation input

Body Rotation angle

**Get XYZ Coordinates**

Datum Vector: Foot resting coordinates

Final Vector: Calculated foot vector

Joystick 1 x, y input

Joystick 2 rotation input

Body Rotation angle