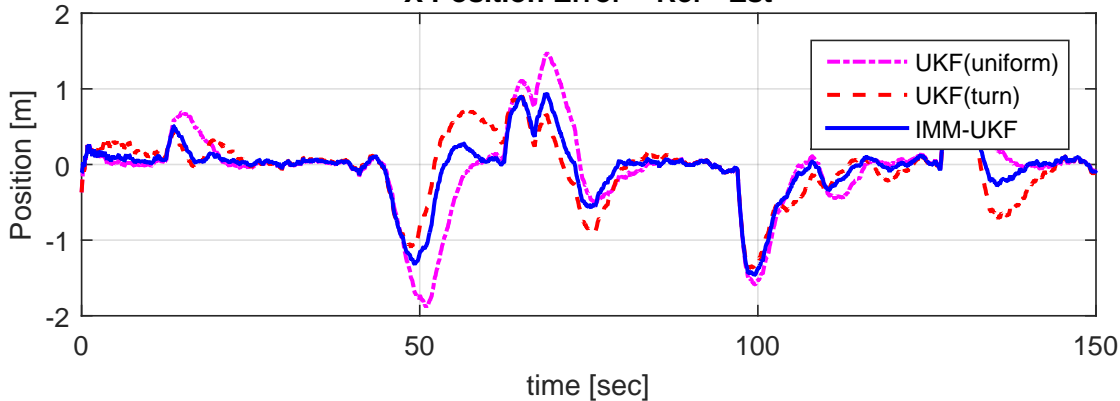


X Position Error = Ref - Est



Y Position Error = Ref - Est

