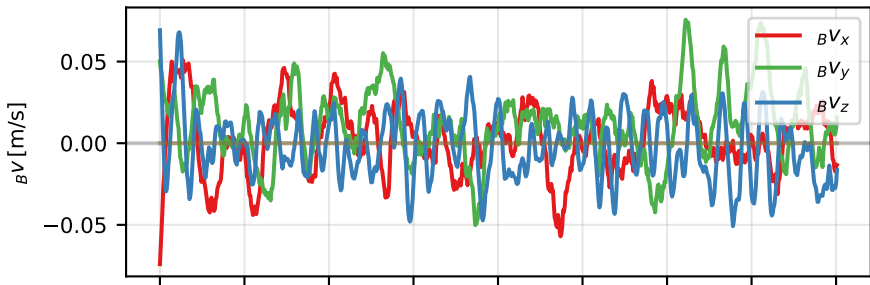


Linear Velocity in bodyframe



Angular Velocity in bodyframe

