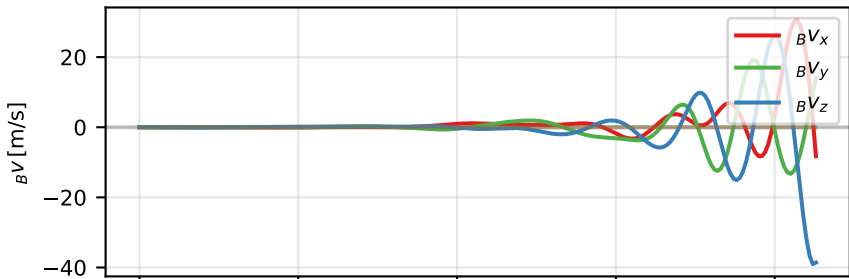


# Linear Velocity in bodyframe



# Angular Velocity in bodyframe

