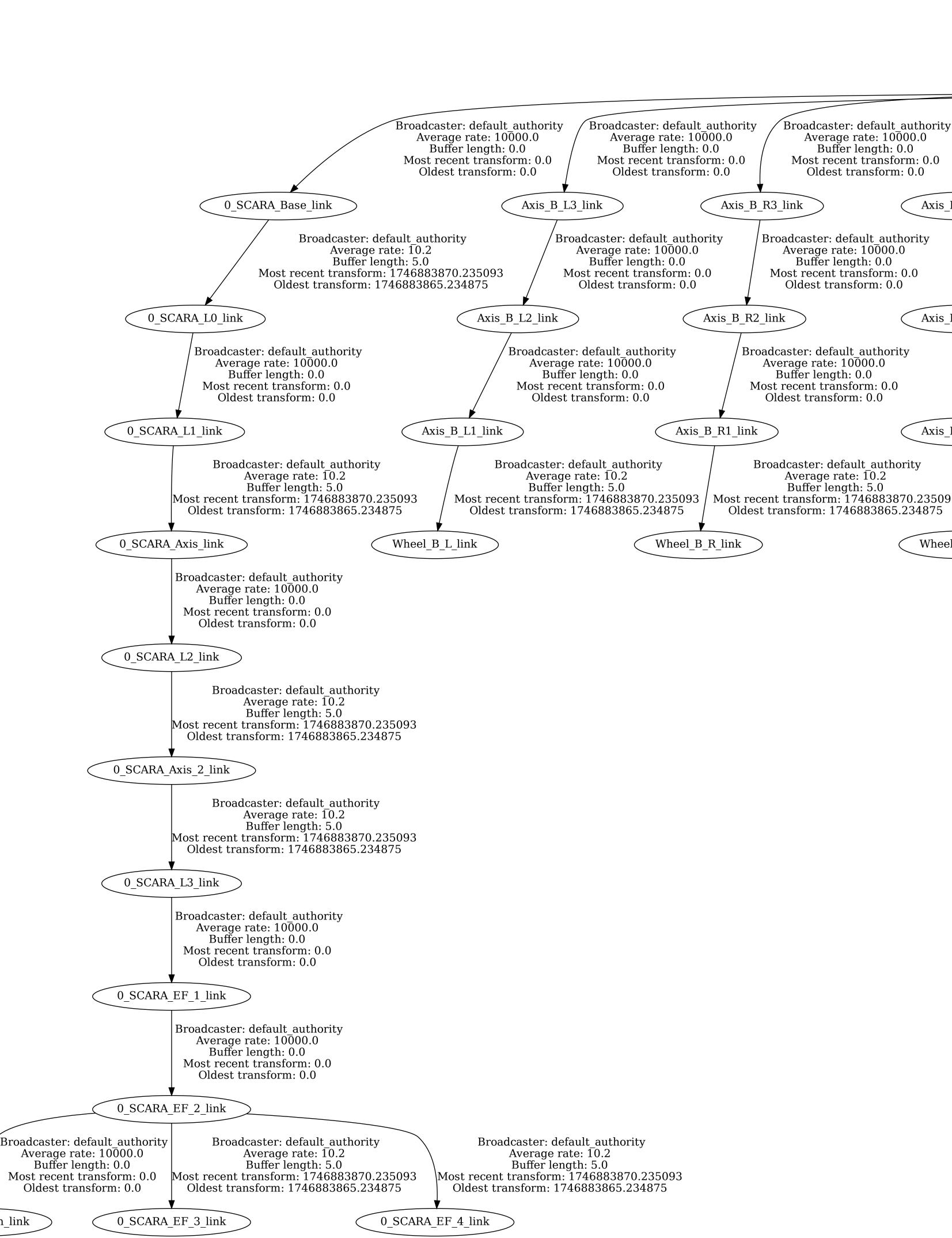
view frames Result Recorded at time: 1746883870.2552187 base\_footprint Broadcaster: default authority Average rate:  $10\overline{0}00.0$ Buffer length: 0.0 Most recent transform: 0.0 Oldest transform: 0.0 Body\_link Broadcaster: default authority Average rate:  $10\overline{0}00.0$ Average rate:  $10\overline{0}00.0$ Average rate:  $10\overline{0}00.0$ Average rate:  $10\overline{0}00.0$ Average rate: 10000.0 Average rate: 10000.0 Average rate: 10000.0 Buffer length: 0.0 Most recent transform: 0.0 Oldest transform: 0.0 Storage\_Base\_link Axis\_F\_L3\_link Axis\_F\_R3\_link Axis\_M\_L3\_link Axis\_M\_R3\_link Imu\_link Camera\_front\_link Broadcaster: default authority Average rate:  $10\overline{0}00.0$ Average rate:  $10\overline{0}00.0$ Average rate:  $10\overline{0}00.0$ Average rate:  $10\overline{0}00.0$ Average rate: 10000.0 Buffer length: 0.0 Most recent transform: 0.0 Oldest transform: 0.0 Axis\_F\_L2\_link Axis\_F\_R2\_link Axis\_M\_L2\_link Axis\_M\_R2\_link Storage\_L\_link Broadcaster: default authority Average rate:  $10\overline{0}00.0$ Average rate: 10000.0 Average rate: 10000.0 Average rate: 10000.0 Average rate: 10000.0 Buffer length: 0.0 Most recent transform: 0.0 Oldest transform: 0.0 Axis\_M\_L1\_link Axis\_M\_R1\_link Axis\_F\_L1\_link Axis\_F\_R1\_link Storage\_F\_link Broadcaster: default authority Average rate:  $10\overline{0}00.0$ Average rate: 10.2 Average rate: 10.2 Average rate: 10.2 Average rate: 10.2 Buffer length: 0.0 Buffer length: 5.0 Buffer length: 5.0 Buffer length: 5.0 Buffer length: 5.0 Most recent transform: 1746883870.235093 Most recent transform: 0.0 Oldest transform: 1746883865.234875 Oldest transform: 1746883865.234875 Oldest transform: 1746883865.234875 Oldest transform: 1746883865.234875 Oldest transform: 0.0 Wheel\_F\_L\_link Wheel\_F\_R\_link Wheel\_M\_L\_link Wheel\_M\_R\_link Storage\_R\_link Broadcaster: default authority Average rate:  $10\overline{0}00.0$ Buffer length: 0.0 Most recent transform: 0.0 Oldest transform: 0.0 Storage\_B\_link



Camera arm link