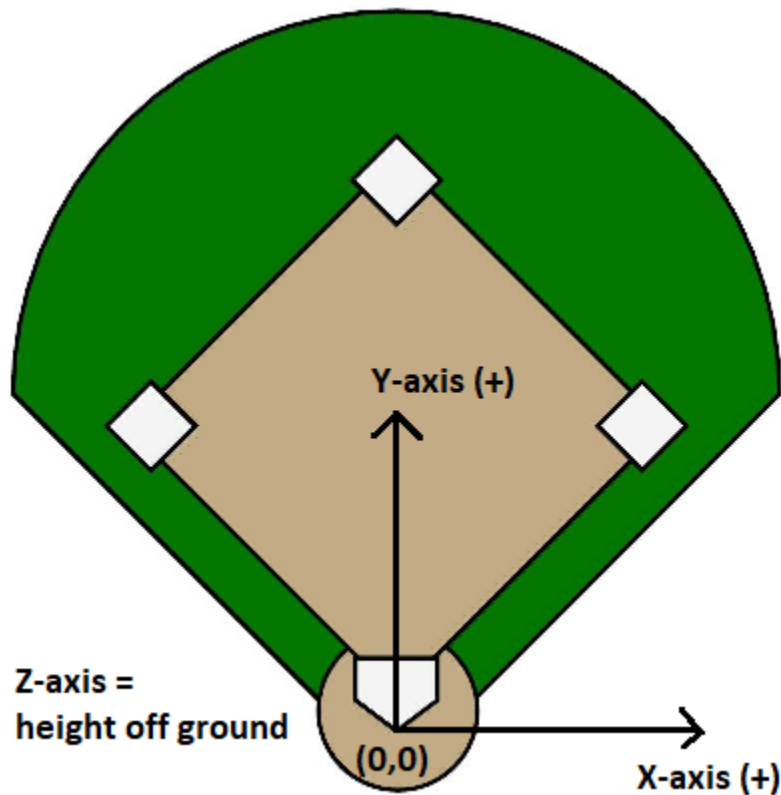


Useful Definitions



sz_top/bottom (feet): Z value (height off ground) of top and bottom of strikezone (differs by batter height and count)

initial_speed (MPH): Pitch speed at release

init_pos_* (feet): Ball position (pitcher hand) at release

init_vel_* (feet/s): Initial velocity vector

init_accel_* (feet/s/s): Initial acceleration vector

plate_speed (MPH): Speed of ball when crossing the plate

plate_x/y/z: (feet): Ball position when crossing the plate