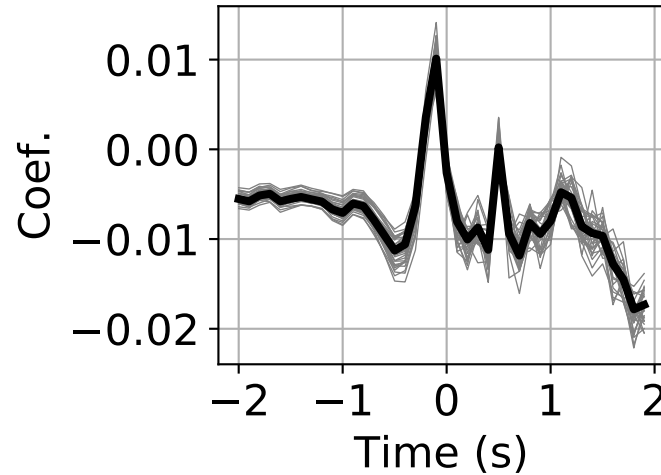
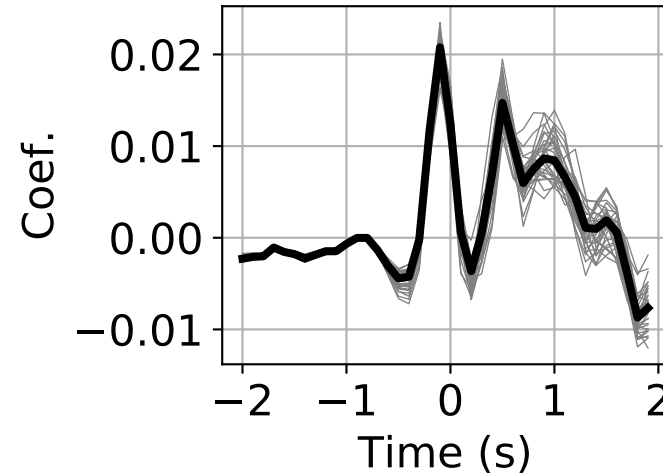


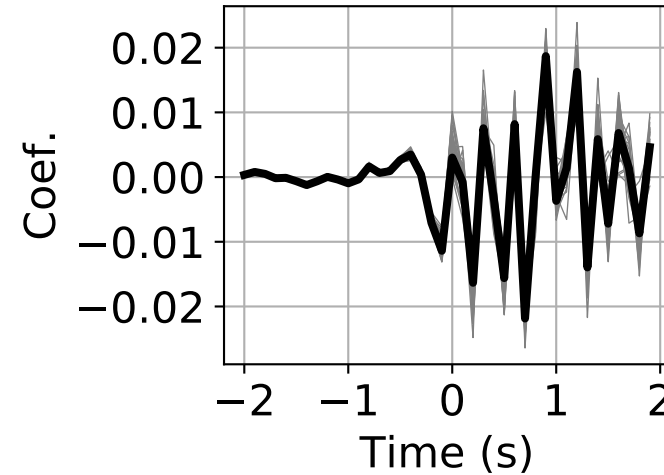
Motion



ForVel



AngVel



AbsAngVel

