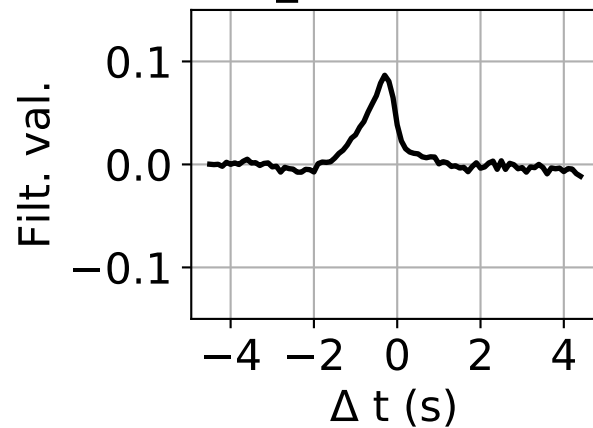
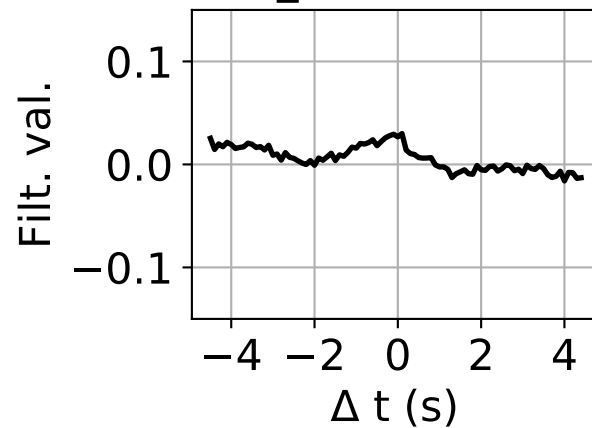


ForVel (R2 = 0.102)
(R2_TRN = 0.135)



AbsAngVel (R2 = 0.102)
(R2_TRN = 0.135)



Motion (R2 = 0.102)
(R2_TRN = 0.135)

