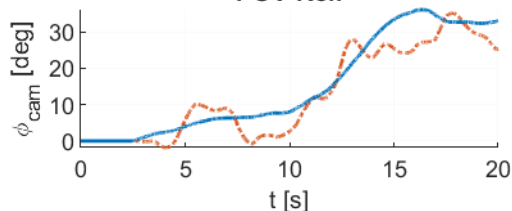
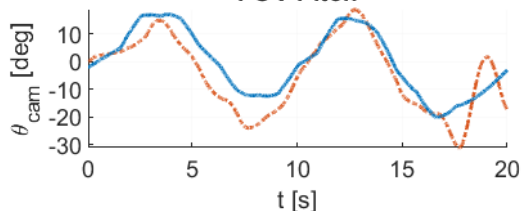


# QC ON vs FW — POV (roll,pitch,yaw) & NED (x,y,z) — 0..20 s

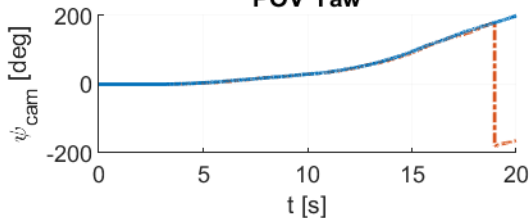
**POV Roll**



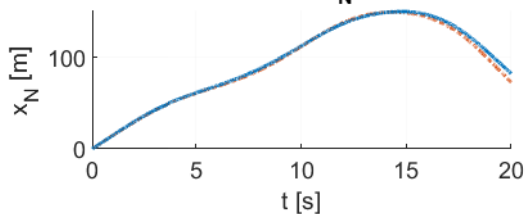
**POV Pitch**



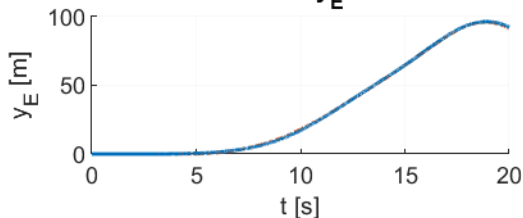
**POV Yaw**



**North  $x_N$**



**East  $y_E$**



**Down  $z_D$**

