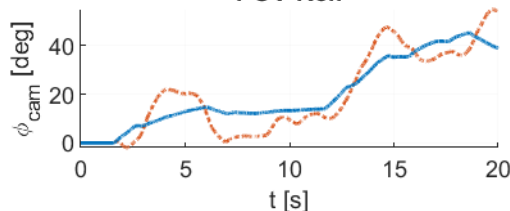
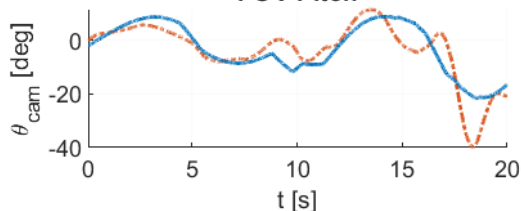


# QC ON vs FW — POV (roll,pitch,yaw) & NED (x,y,z) — 0..20 s

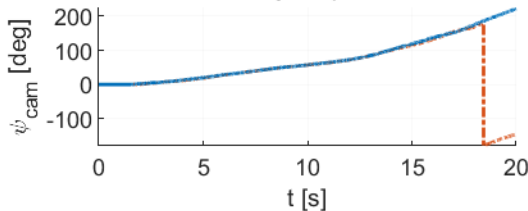
## POV Roll



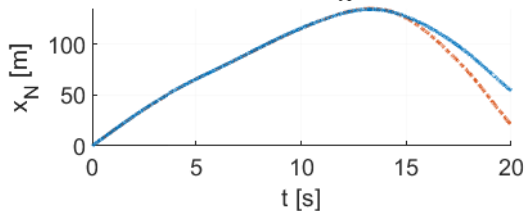
## POV Pitch



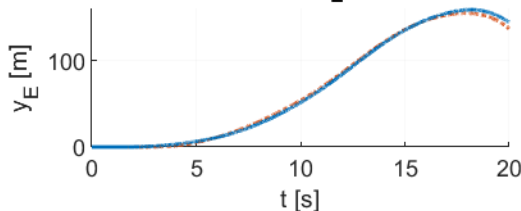
## POV Yaw



## North $x_N$



## East $y_E$



## Down $z_D$

