```
header:
  seq: 93
  stamp:
    secs: 0
    nsecs:          0
  frame_id: "imu_link"
orientation:
  x: 0.0
  y: 0.0
  z: 0.0
  w: 0.0
orientation_covariance: [-1.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0,
0.0]
angular_velocity:
  x: 0.0
  y: 0.0
  z: 9.3
angular_velocity_covariance: [0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0,
0.0]
linear_acceleration:
  x: 2.5
  y: 0.0
  z: 9.8
linear_acceleration_covariance: [0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0,
0.0, 0.0]
---
header:
  seq: 94
  stamp:
    secs: 0
    nsecs:          0
  frame_id: "imu_link"
orientation:
  x: 0.0
  y: 0.0
  z: 0.0
  w: 0.0
orientation_covariance: [-1.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0,
0.0]
angular_velocity:
  x: 0.0
  y: 0.0
  z: 9.4
angular_velocity_covariance: [0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0,
0.0]
```

```
linear_acceleration:
  x: 2.5
  y: 0.0
  z: 9.8
linear_acceleration_covariance: [0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0,
0.0, 0.0]
---
header:
  seq: 95
  stamp:
    secs: 0
    nsecs:          0
  frame_id: "imu_link"
orientation:
  x: 0.0
  y: 0.0
  z: 0.0
  w: 0.0
orientation_covariance: [-1.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0,
0.0]
angular_velocity:
  x: 0.0
  y: 0.0
  z: 9.5
angular_velocity_covariance: [0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0,
0.0]
linear_acceleration:
  x: 2.5
  y: 0.0
  z: 9.8
linear_acceleration_covariance: [0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0,
0.0, 0.0]
---
header:
  seq: 96
  stamp:
    secs: 0
    nsecs:          0
  frame_id: "imu_link"
orientation:
  x: 0.0
  y: 0.0
  z: 0.0
  w: 0.0
```

```
orientation_covariance: [-1.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0,
0.0]
angular_velocity:
  x: 0.0
  y: 0.0
  z: 9.6
angular_velocity_covariance: [0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0,
0.0]
linear_acceleration:
  x: 2.5
  y: 0.0
  z: 9.8
linear_acceleration_covariance: [0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0,
0.0, 0.0]
---
header:
  seq: 97
  stamp:
    secs: 0
    nsecs:          0
  frame_id: "imu_link"
orientation:
  x: 0.0
  y: 0.0
  z: 0.0
  w: 0.0
orientation_covariance: [-1.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0,
0.0]
angular_velocity:
  x: 0.0
  y: 0.0
  z: 9.7
angular_velocity_covariance: [0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0,
0.0]
linear_acceleration:
  x: 2.5
  y: 0.0
  z: 9.8
linear_acceleration_covariance: [0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0,
0.0, 0.0]
---
header:
  seq: 98
  stamp:
    secs: 0
```

```
      nsecs:            0
  frame_id: "imu_link"
orientation:
  x: 0.0
  y: 0.0
  z: 0.0
  w: 0.0
orientation_covariance: [-1.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0,
0.0]
angular_velocity:
  x: 0.0
  y: 0.0
  z: 9.8
angular_velocity_covariance: [0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0,
0.0]
linear_acceleration:
  x: 2.5
  y: 0.0
  z: 9.8
linear_acceleration_covariance: [0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0,
0.0, 0.0]
---
header:
  seq: 99
  stamp:
    secs: 0
    nsecs:            0
  frame_id: "imu_link"
orientation:
  x: 0.0
  y: 0.0
  z: 0.0
  w: 0.0
orientation_covariance: [-1.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0,
0.0]
angular_velocity:
  x: 0.0
  y: 0.0
  z: 9.9
angular_velocity_covariance: [0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0,
0.0]
linear_acceleration:
  x: 2.5
  y: 0.0
  z: 9.8
```

```
linear_acceleration_covariance: [0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0,
0.0, 0.0]
---
```