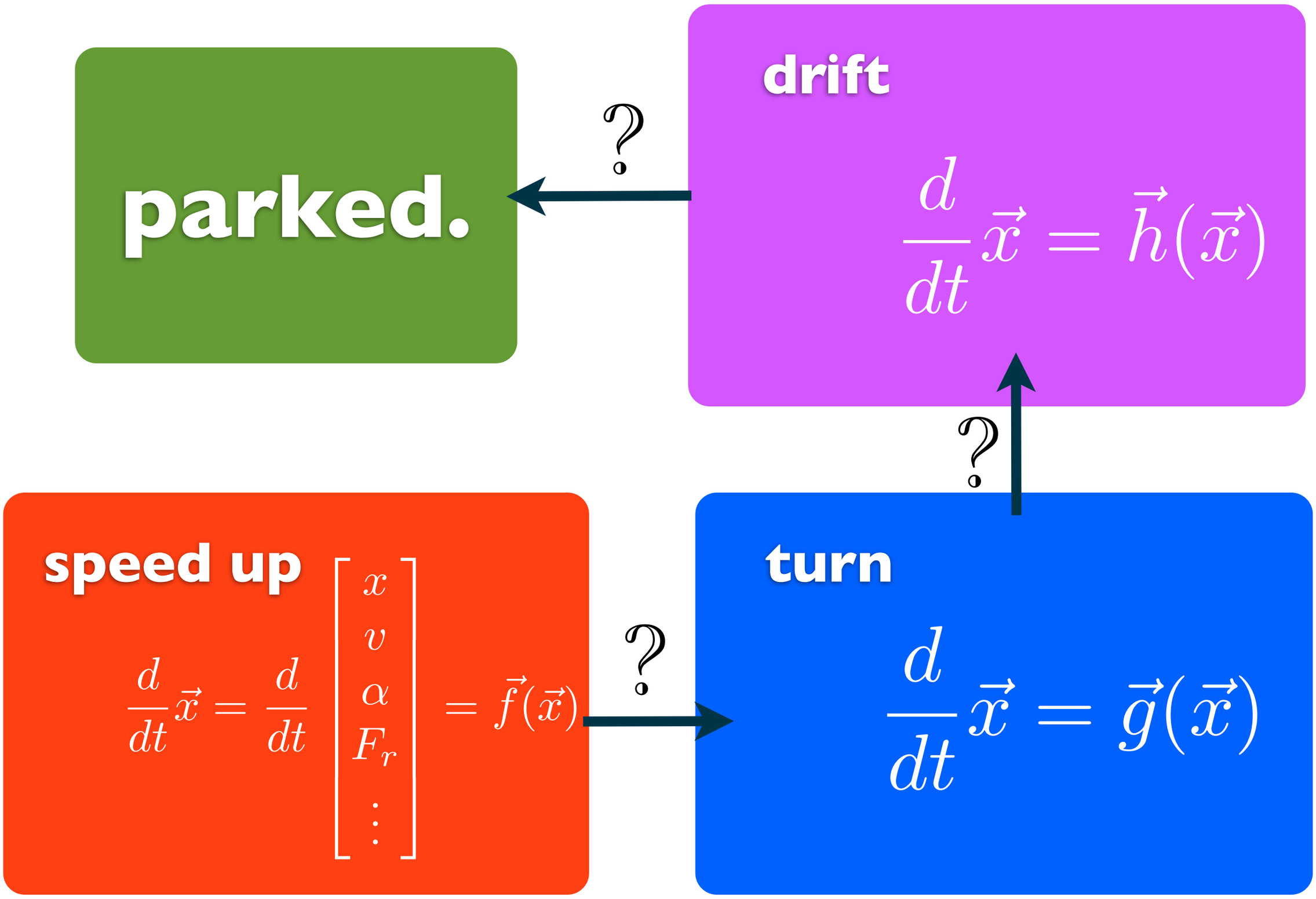
parked.
?
drift
$\frac{d}{dt}\vec{x} = \vec{h}(\vec{x})$
?
speed up
$\frac{d}{dt}\vec{x} = \frac{d}{dt}\begin{bmatrix} x \\ v \\ \alpha \\ F_r \\ \vdots \end{bmatrix} = \vec{f}(\vec{x})$
?
turn
$\frac{d}{dt}\vec{x} = \vec{g}(\vec{x})$