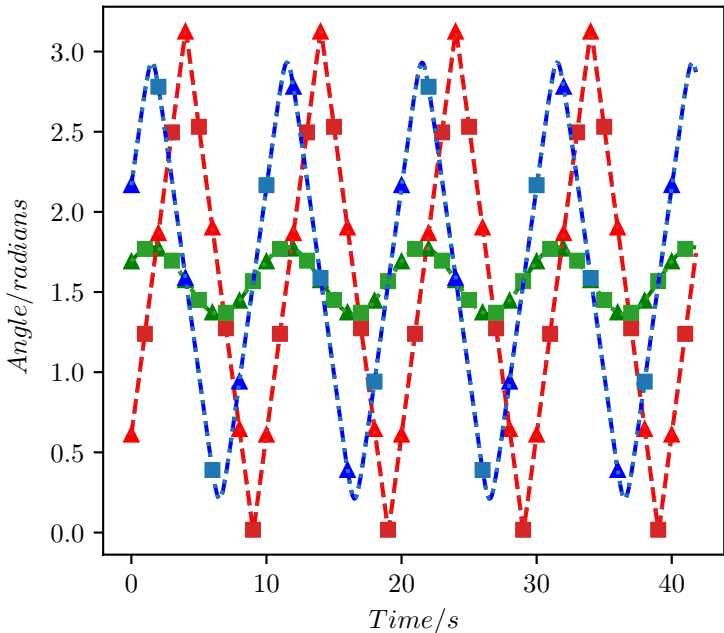


Angle to Geometry Z Axis



- Earth.Vec in Orb Frame
- Vel.Vec in Orb Frame
- Earth.Vec in Body Frame
- Vel.Vec in Body Frame
- Plane.Norm in Orb Frame
- Plane.Vec in Body Frame