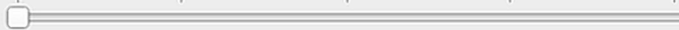
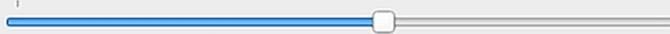


Smoothing 0ms

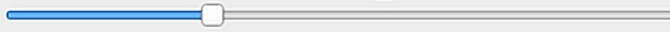


Rotation filtering (Yaw, pitch, and roll)

Sensitivity 1.5°

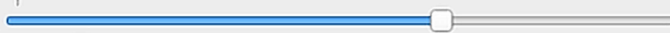


Deadzone 0.03°

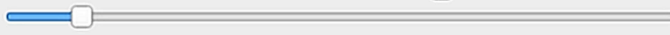


Position filtering (X, Y, Z - translation)

Sensitivity 1mm



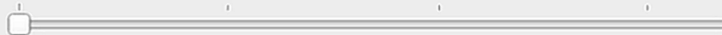
Deadzone 0.1mm



Rotation nonlinearity

Setting it higher will filter out rotation noise but may cause sudden jumps on very high settings.

Value  $X^1$



Accela by [Stanisław Halik](#)  
Thanks to [Donovan Baarda](#)

2012-2015