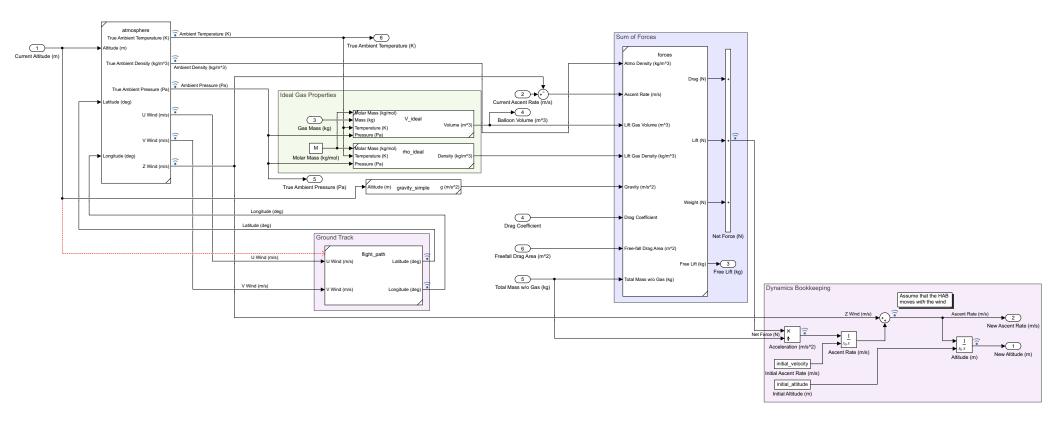
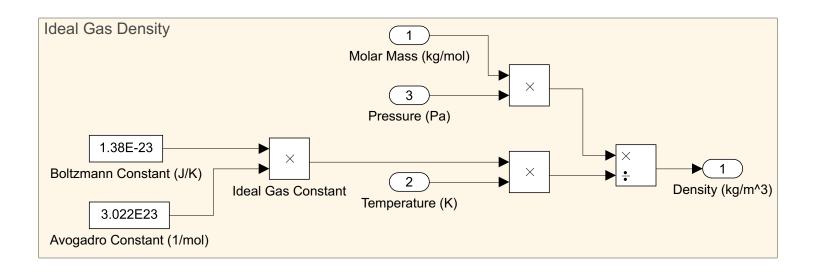
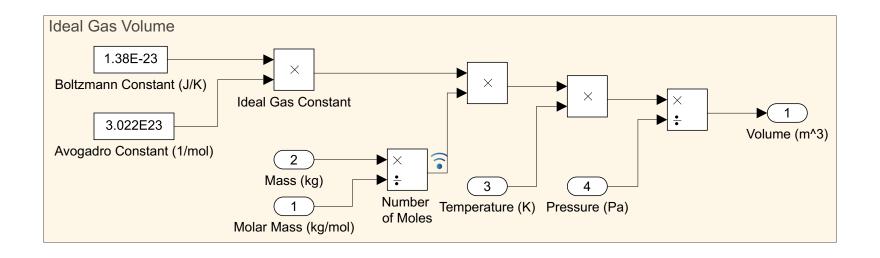


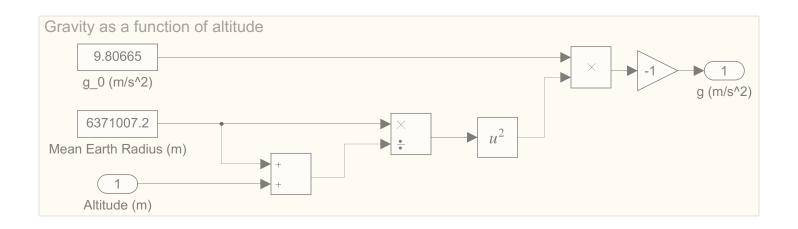
```
Stowed
   chute_state = NOT_OPEN;
   chute_cd = 0;
   chute area=0;
                   [balloon_state ~= enum_BalloonState.INTACT]
PartiallyDeployed
chute_state = PART_OPEN;
chute_cd = parachute_drag_coeff * 0.5;
chute_area = parachute_area * 0.25;
               [altitude < parachute_open_altitude]
FullyDeployed
chute_state = FULL_OPEN;
chute cd = parachute drag coeff;
chute area = parachute area;
```

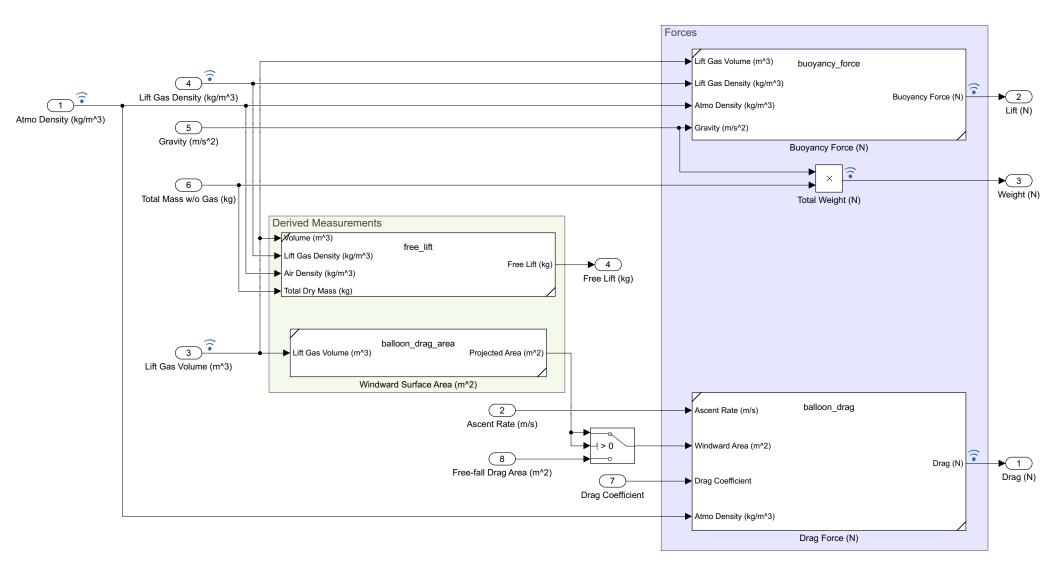




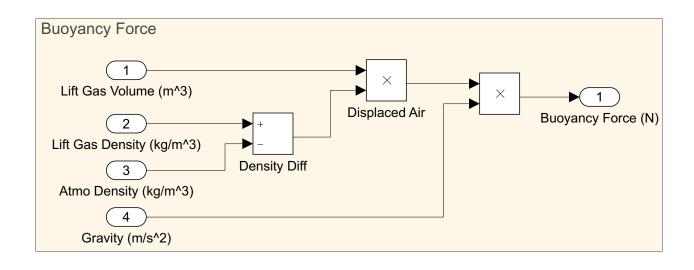


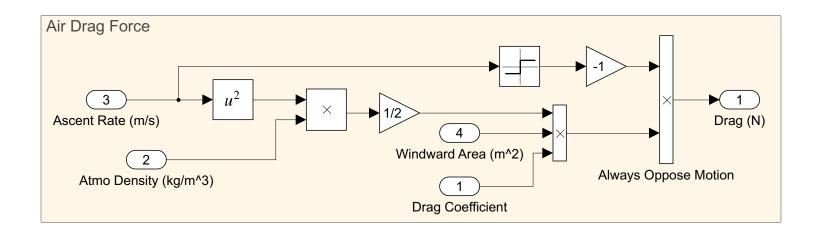


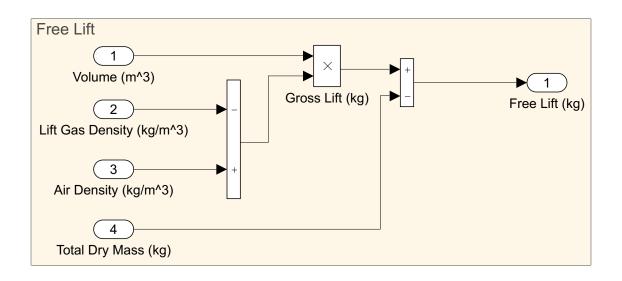


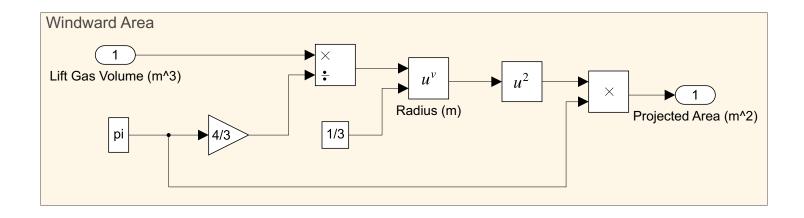


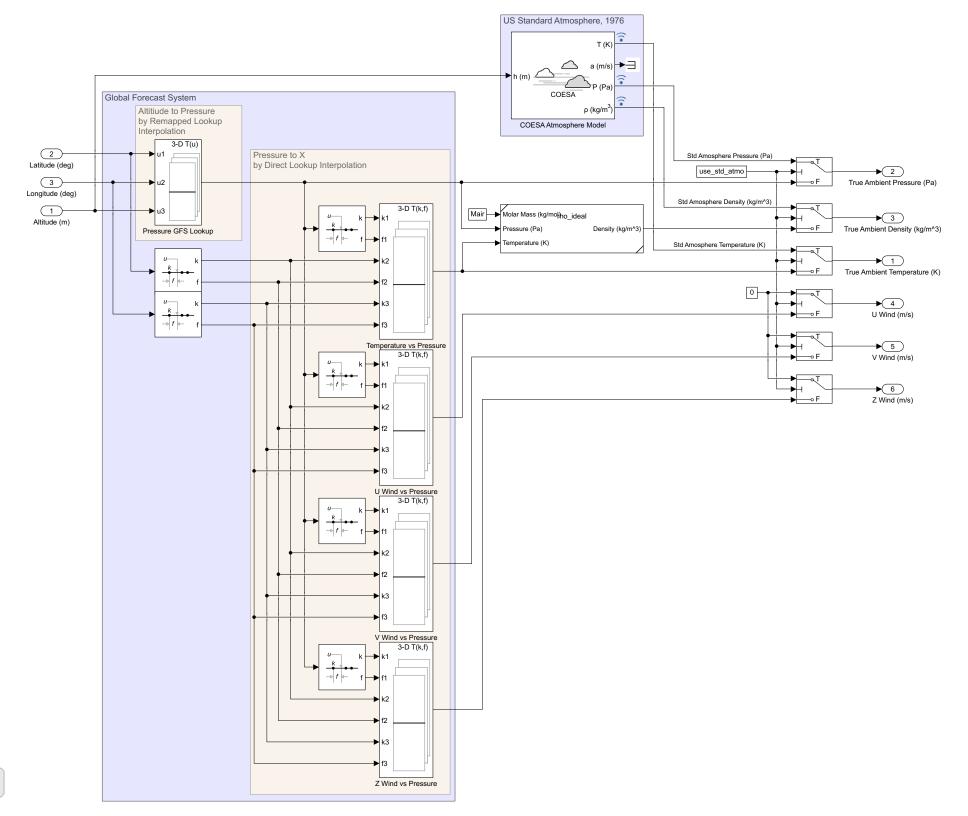




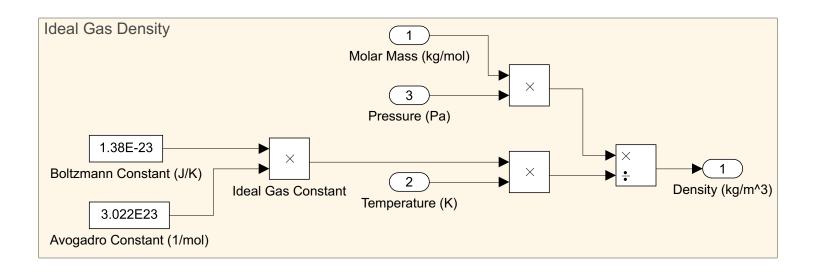


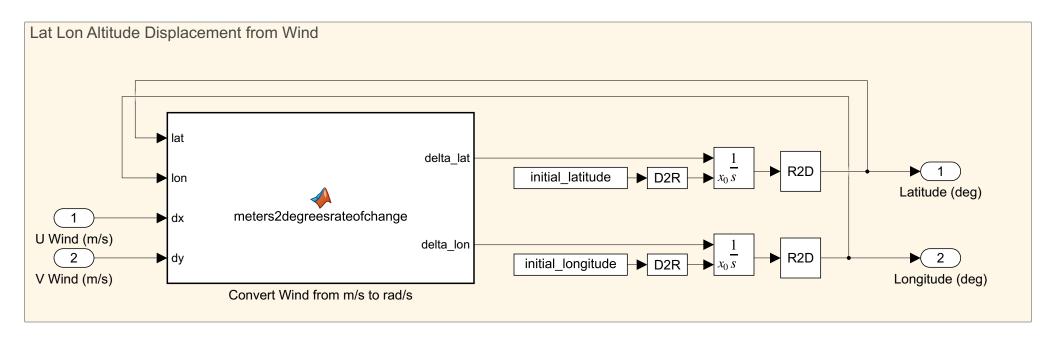














```
function [delta lat, delta lon] = meters2degreesrateofchange(lat,lon,dx,dy)
% convert a cartesian rate of change (m/s) to lat-lon rate of change (degs)
rEarth = 6371007.2;
if dy == 0
    % discontinuity in arctan!
    bearing = pi / 2;
    % unit vector of velocity
    bearing = atan(dx/dy);
end
% which quadrant of unit circle are we moving in?
% correct it so we always have the angle with respect to the x axis
if (dx > 0) \&\& (dy > 0)
    bearing = (pi/2) - bearing;
elseif (dx > 0) && (dy < 0)
    bearing = (pi/2) - bearing;
elseif (dx < 0) && (dy <= 0)
    bearing = (pi/2) + bearing;
end
velocity magnitude = norm(dx, dy);
delta lat = cos(lat) * sin(velocity magnitude / rEarth) * cos(bearing);
delta lon = atan2(sin(bearing) * sin(velocity magnitude / rEarth) * cos(delta lat), ...
                cos(velocity magnitude / rEarth) - sin(lat) * sin(delta lat));
end
```

