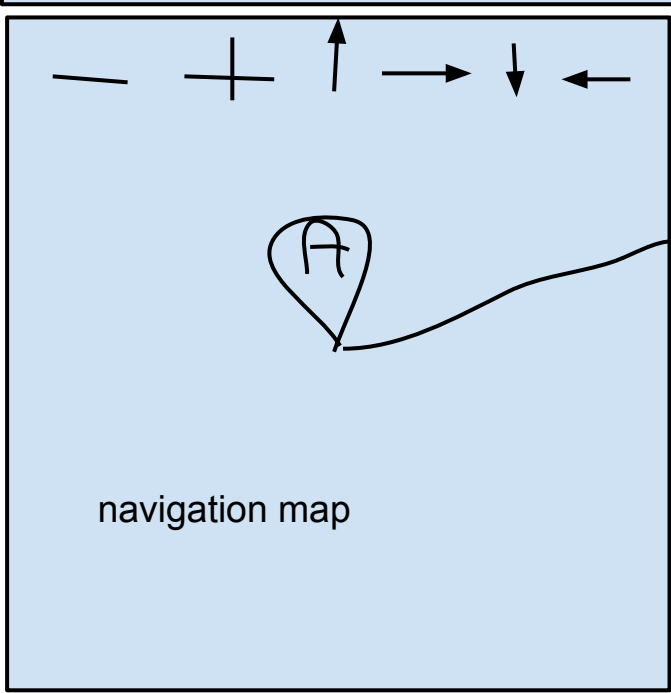
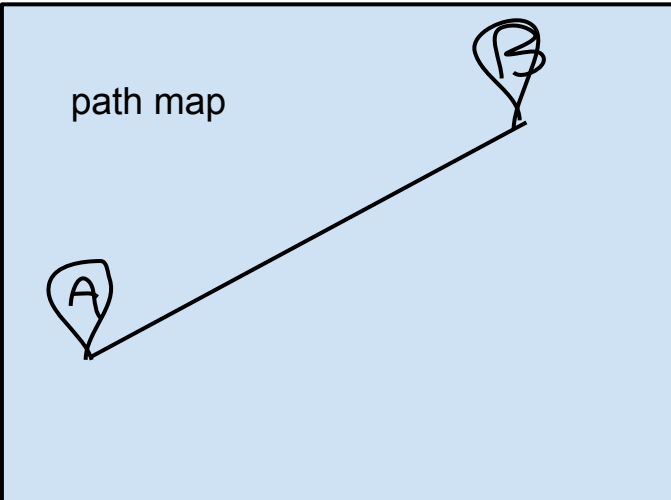


updated when press go  
zoom disabled

view option

updates on go  
plane starting in center  
center of map = depart  
zoom = 2  
see path  
see all airports

pixels of plane move  
calculated based on  
direction + speed + zoom



updates on go  
center of map = depart

center always current location

speed + direction= new location

lat/lon= 69 miles or 111 KM  
speed/69 = difference in lat/lon

new location:  
lat between -90 and 90  
log bet -180 and 180

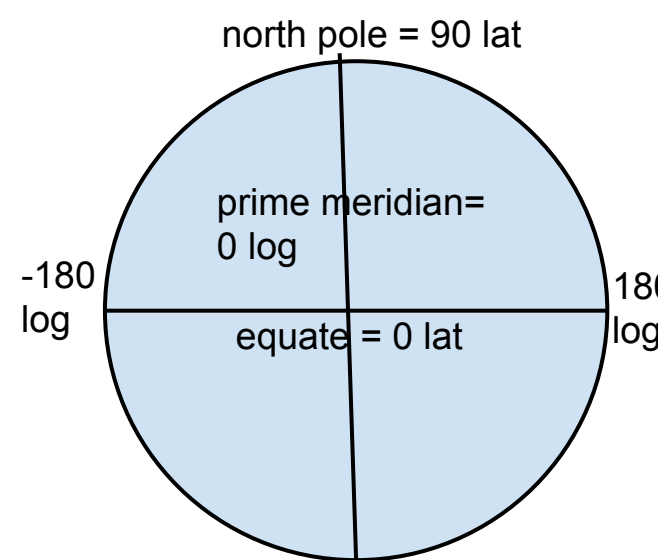
up = lat - dif  
down = lat + dif  
right = log - dif  
left = log + dif

36,000 m/h every second move 1  
mile in slope direction

update when press go  
lat1, log1 or adr1

update when press go  
lat2, log2 or adr1

update based on center  
map lat and log so updates  
whenever center map  
updates



640

557/ (.0137329 \* Math.pow(2, zoom))= difference

world:

**sideMap**  
**centerMap**  
**weatherContainer**  
speed  
direction  
current lat = lat1  
current log = log1  
lat2;  
log2;  
address1;  
address2;

public world(){  
lat1 = 45.75;  
log1 = 68.98;

new sideMap(lat, long);  
new centerMap(lat, long);  
new weather(lat1 + ", " + log1);  
}

update(){  
difference = speed/69  
case left:  
lat stays same  
log = log - dif  
case right:  
lat stays same  
log = log + dif  
case down:  
lat = lat - difference  
log stays same  
case up:  
lat = lat + difference  
log stays same

centermap.update(lat1, log1)  
weather.update(log1, lat1)  
sidemap.update(speed, direction)  
}

external thread  
getCoords(address1, address2, world){  
set  
lat1 =  
log1 =  
lat2 =  
log2 =  
}

actionlistener go{  
address1=departure;  
address2=destination;  
getCoords(address1, address2);  
sideMap.newTrip(lat, long, lat, long);  
centermap.update(adr1 lat and log)  
weather.fullUpdate(address1, address2)  
}

sidemap:

pathMap - only updates on go

navigationMap  
zoom  
speed  
direction  
startlat  
startlon

public sideMap(lat, long){  
new pathMap();  
new navigationMap(startlat, startlong);  
}

newTrip(){  
pathMap.updateMap(startlat, startlong,  
endlat, endlong);  
}

navigationMap(  
}

update(speed, direction){  
navigationMap.update(speed, direction)  
}

pathMap:

startlat  
startlong  
endlat  
endlong  
url

public pathMap(){  
url=airports;  
}

updateMap(startlat startlong, endlat,  
endlong){  
url= point a b path  
}

navigationMap;

currentlat  
currentlong  
img  
plane

public navigaitonMap(startlat, startlong){  
new Plane();  
currentlat=startlat  
currentlong=startlong  
}

update(speed, direction){  
updatePlane();  
}

all 3 weather boxes  
start off the same

