

Aspect Ratio: 1.00
Center: 151,151, Move away from 55 xCoord

what is this?

40

Save Image

showCounter

Learn

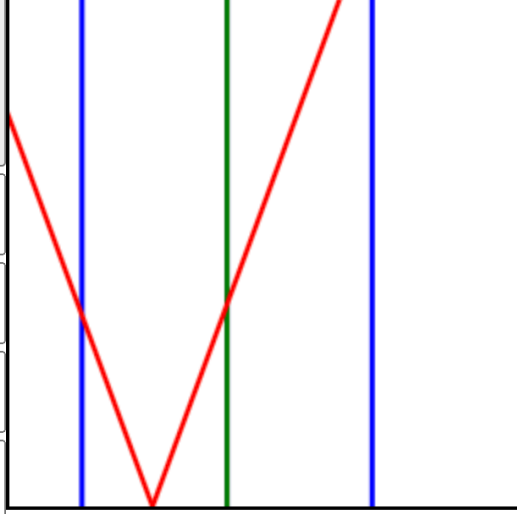
53

65

72

58

Calculate Move



Default levels ▾ 1 Issue: [1]

max intercept: -26	(index):468
Drawing a Line	(index):41
pr: -22.142857142857146; win: null, pr: 42.857142857142854, y2: 65, shot: true	(index):468
Drawing a Line	(index):41
winning_pr: 128.57142857142858	(index):468
diff: 63.571428571428584; win: 128.57142857142858, pr: 128.57142857142858, y2: 65, shot: true	(index):468
Drawing a Line	(index):41
diff: 149.28571428571428; win: 128.57142857142858, pr: 214.28571428571428, y2: 65, shot: true	(index):468
contact row 128.57142857142858	(index):468
Drawing a Line	(index):41
Drawing a Line	(index):41
x coordinate: -119.5510204081633	(index):468
bounce count: 0	(index):468
bouncing off left side	(index):468
new x: 300 new y: 195.05263157894737	(index):468
new slope: 0.3684210526315789	(index):468
new y intercept: 84.52631578947368	(index):468
new max intercept: 195.05263157894737	(index):468
Drawing a Line	(index):41
new x coord: 119.5510204081633	(index):468
bounce count: 1	(index):468
we're making a shot on goal	(index):468
move info:	(index):468
► (2) [119.5510204081633, true]	