double attackplane\_red\_EnterPhi\_st = 0.0; 0~180 进入角

double attackplane\_red\_OffPhi\_st = 0.0; 0~180 偏离角

double attackplane\_red\_RelAltitude\_st = 0.0; -5000~5000 相对高度

double attackplane\_red\_Speed = 0.0; 0~350 速度

double attackplane\_red\_Fuel = 0.0; 0~5000 油量

int attackplane\_red\_MissileNum = 0; 0~6 导弹数目

bool islock = false; 锁定目标

bool terminated = false; 终局

bool red\_survive = true; 红方存活

bool blue\_survive = true; 蓝方存活

double attackplane\_blue\_Speed = 0.0; 0~350 敌方速度

double attackplane\_red\_Altitude = 0.0; 2000~15000 绝对高度

bool missile\_state = false; 导弹状态

bool flag = true; 开火标志

bool belocked = false; 被敌方锁定