

AX-TOOLBOX

Flight Analysis Scripting Language

Table of Contents

0 Introduction.....	5
0.1 Language basics.....	5
0.1.1 Settings.....	5
0.1.2 Constructors.....	5
0.1.3 Comments and blank characters.....	5
0.2 Notation Conventions.....	5
0.2.1 Names.....	5
0.2.2 Distances and altitudes.....	5
0.2.3 Time definitions.....	5
0.2.4 Colors.....	6
1 SET instruction.....	7
1.1 Definition.....	7
1.1.1 Key LOGFILE: log file.....	7
1.1.2 Key ALTITUDECORRECTIONSFILE: logger altitude corrections file.....	7
1.1.3 Key DATETIME: flight date and time.....	7
1.1.4 Key DATUM.....	7
1.1.5 Key UTMZONE.....	7
1.1.6 Key QNH.....	7
1.1.7 Key DRATHRESHOLD.....	8
1.1.8 Key DEFAULTALTITUDE	8
1.1.9 Key MAXDISTTOCROSSING.....	8
1.1.10 Key SMOOTHNESS.....	8
1.1.11 Key MINSPEED.....	8
1.1.12 Key MAXACCELERATION.....	8
1.2 Examples.....	9
2 MAP class.....	10
2.1 Constructors.....	10
2.1.1 Type BITMAP: Bitmap file	10
2.1.2 Type BLANK: Blank map.....	10
2.2 Display modes.....	10
2.2.1 Mode GRID.....	10
2.3 Examples.....	10
3 TASK class.....	11
3.1 Constructors.....	11
3.1.1 PDG - Pilot Declared Goal.....	11

3.1.2 JDG - Judge Declared Goal.....	11
3.1.3 HWZ - Hesitation Waltz.....	11
3.1.4 FIN - Fly In.....	11
3.1.5 FON - Fly On.....	11
3.1.6 HNH - Hare And Hounds.....	11
3.1.7 WSD - Watership Down.....	11
3.1.8 GBM - Gordon Bennett Memorial.....	11
3.1.9 CRT - Calculated Rate Of Approach.....	11
3.1.10 RTA - Race To An Area.....	12
3.1.11 ELB - Elbow.....	12
3.1.12 LRN - Land Run.....	12
3.1.13 MDT - Minimum Distance.....	12
3.1.14 SFL - Shortest Flight.....	12
3.1.15 MDD - Minimum Distance Double Drop.....	12
3.1.16 XDT - Maximum Distance Time.....	12
3.1.17 XDI - Maximum Distance.....	12
3.1.18 XDD - Maximum Distance Double Drop.....	12
3.1.19 ANG - Angle.....	12
3.1.20 3DT - 3D Shape Task.....	12
3.2 Examples.....	12
4 AREA class.....	13
4.1 Constructors.....	13
4.1.1 Type CIRCLE: Circular area.....	13
4.1.2 Type DOME: Dome shaped area.....	13
4.1.3 Type POLY: Polygonal area.....	13
4.2 Display modes.....	13
4.2.1 Mode NONE.....	13
4.2.2 Mode DEFAULT.....	13
4.3 Examples.....	14
5 FILTER class.....	15
5.1 Constructors.....	15
5.1.1 INSIDE.....	15
5.1.2 OUTSIDE.....	15
5.1.3 BEFORETIME.....	15
5.1.4 AFTERTIME.....	15
5.1.5 BEFOREPOINT.....	15
5.1.6 AFTERPOINT.....	15
5.1.7 ABOVE.....	16
5.1.8 BELOW.....	16
5.1.9 NONE.....	16
5.2 Examples.....	16

6 POINT class.....	17
6.1 Static point (S) constructors.....	17
6.1.1 Type SLL: WGS84 lat/long.....	17
6.1.2 Type SUTM: UTM.....	17
6.2 Point from a list (L) constructors.....	17
6.2.1 Type LNP: nearest to point.....	17
6.2.2 Type LFT: first in time.....	17
6.2.3 Type LLT: last in time.....	17
6.2.4 Type LFNN: first not null.....	18
6.2.5 Type LLNN: last not null.....	18
6.3 Logger mark (M) constructors.....	18
6.3.1 Type MVMD: virtual marker drop.....	18
6.3.2 Type MPDG: pilot declared goal.....	18
6.4 Track point (T) constructors.....	18
6.4.1 Type TLCH: launch.....	18
6.4.2 Type TLND: landing.....	18
6.4.3 Type TPT: on point time.....	19
6.4.4 Type TNP: nearest to point.....	19
6.4.5 Type TNL: nearest to point list.....	19
6.4.6 Type TDT: delayed in time.....	19
6.4.7 Type TDD: delayed in distance.....	19
6.4.8 Type TAFI: area first in.....	20
6.4.9 Type TAFO: area first out.....	20
6.4.10 Type TALI: area last in.....	20
6.4.11 Type TALO: area last out.....	20
6.5 Display modes.....	20
6.5.1 Mode NONE.....	20
6.5.2 Mode WAYPOINT.....	20
6.5.3 Mode TARGET.....	21
6.5.4 Mode MARKER.....	21
6.5.5 Mode CROSSHAIRS.....	21
6.6 Examples.....	21
7 RESULT class.....	22
7.1 Constructors.....	22
7.1.1 Type D2D: distance in 2D.....	22
7.1.2 Type D3D: distance in 3D.....	22
7.1.3 Type DRAD: relative altitude dependent distance.....	22
7.1.4 Type DACC: accumulated distance.....	22
7.1.5 Type TSEC: time in seconds.....	22
7.1.6 Type TMIN: time in minutes.....	22
7.1.7 Type ATRI: area of triangle.....	23

7.1.8 Type ANG3P: angle between 3 points.....	23
7.1.9 Type ANGN: angle to the north.....	23
7.1.10 Type ANGSD: angle to a set direction.....	23
7.2 Examples.....	23
8 RESTRICTION class.....	24
8.1 Constructors.....	24
8.1.1 Type DMAX: maximum distance.....	24
8.1.2 Type DMIN: minimum distance.....	24
8.1.3 Type DVMAX: maximum vertical distance.....	24
8.1.4 Type DVMIN: minimum vertical distance.....	24
8.1.5 Type PBP: point before point.....	24
8.1.6 Type PBTOD: point before time of day.....	25
8.1.7 Type PATOD: point after time of day.....	25
8.2 Examples.....	25
9 PENALTY class.....	26
9.1 Constructors.....	26
9.1.1 Type BPZ: blue PZ.....	26
9.1.2 Type RPZ: red PZ.....	26
9.1.3 Type VS MAX: maximum vertical speed.....	26
10 Full task examples.....	27
10.1 Judge Declared Goal (nearest track point).....	27
10.2 Hesitation Waltz (logger marker drop).....	27
10.3 Gordon Bennett Memorial (logger marker drop).....	27
10.4 Maximum Distance Double Drop (first in / last out).....	28
11 Bugs and ideas.....	29

0 INTRODUCTION

0.1 Language basics

The flight analysis scripting language have two kind of instructions: settings and object constructors. The settings are used to set up some program options and variables and the constructors are used to define the flight tasks.

0.1.1 Settings

The setting instructions have the following syntax:

```
SET <key> = <one or more values>
```

The distinct values are separated by commas.

0.1.2 Constructors

The constructor instructions have the following syntax:

```
<class> <name> = <type>(<zero or more parameters>)
```

The distinct parameters are separated by commas.

0.1.3 Comments and blank characters

Any line whose first non space characters are double slashes '/' will be ignored. All blank lines are also ignored as well as all blank characters (spaces or tabs) before or after any symbol (instruction, name, key, type, value or parameter).

0.2 Notation Conventions

0.2.1 Names

Names can be any sequence of characters. All characters are allowed except commas ','.

0.2.2 Distances and altitudes

Distance and altitude definitions are double precision floating point numbers with dot '.' decimal separator. The known units of measure are meters 'm', kilometers 'km', feet 'ft', miles 'mi' or nautical miles 'nm'.

Examples:

```
500m  
1640.42ft
```

0.2.3 Time definitions

Time definitions are in the format 'HH:MM:SS' (hours, minutes and seconds). The seconds part is optional. Applies to absolute times (time of day) as well to relative times (time span).

Examples:

10:30:00

10:30

0.2.4 Colors

Only the following colors are allowed: blue, brown, gray, green, orange, pink, red, violet, white and yellow.

1 SET INSTRUCTION

```
SET <key> = <value>[, <value>...]
```

Allows to set different options.

1.1 Definition

1.1.1 Key LOGFILE: log file

```
set LOGFILE = <filename>
```

Sets the file where to log all scripting operations

<filename> is the name of the log file

1.1.2 Key ALTITUDECORRECTIONSFILE: logger altitude corrections file

```
set ALTITUDECORRECTIONSFILE = <filename>
```

Sets the file with the logger altitude corrections

<filename> is the name of the file

1.1.3 Key DATETIME: flight date and time

```
set DATETIME = <date>, <time>
```

Sets the flight date and time

<date> is the flight date in format yyyy/mm/dd

<time> is either AM or PM

1.1.4 Key DATUM

```
set DATUM = <datumName>
```

Sets the default datum.

<datumName> is the datum name

Supported datums: Corrego Alegre, European 1950, NAD27 CONUS, OSGB36, WGS72, WGS84.

1.1.5 Key UTMZONE

```
set UTMZONE = <zone>
```

Sets the default UTM zone.

<zone> is the UTM zone

1.1.6 Key QNH

```
set QNH = <value>
```

Sets the QNH value

<value> is the qnh value

1.1.7 Key DRATHRESHOLD

```
set DRATHRESHOLD = <value>
```

Sets the threshold for relative altitude distance computations. If the altitude difference between two points is less than the threshold, 2D distance will be computed. Otherwise, 3D distance is used. If undefined, 0m is assumed (always distance in 3D).

<value> is the threshold value

1.1.8 Key DEFAULTALTITUDE

```
set DEFAULTALTITUDE = <altitude>
```

Sets the default altitude for pilot declared goals. If undefined, 0 MSL will be assumed.

<altitude> is the default altitude

1.1.9 Key MAXDISTTOCROSSING

```
set MAXDISTTOCROSSING = <distance>
```

Sets the maximum allowed distance from a pilot declared goal to a valid road crossing. If undefined, 200m will be assumed.

<distance> maximum allowed distance

1.1.10 Key SMOOTHNESS

```
set SMOOTHNESS = <value>
```

Sets the smoothness factor (moving average values) used in automatic launch and landing detection. If undefined, 3 will be assumed.

<value> is the smoothness factor

1.1.11 Key MINSPEED

```
set MINSPEED = <speed>
```

Sets the minimum speed (in m/s) considered as movement in automatic launch and landing detection. If undefined, 0.5 will be assumed.

<speed> is the minimum speed

1.1.12 Key MAXACCELERATION

```
set MAXACCELERATION = <acceleration>
```

Sets the maximum acceleration (in m/s²) allowed in normal flight. Track points with greater acceleration will be discarded as bogus (spikes). If undefined, 0.3 will be assumed.

<acceleration> is the maximum acceleration

1.2 Examples

```
set DATETIME = 2010/09/19, AM
set DATUM = European 1950
set QNH = 1013
set MINSPEED = 0.3
set MAXDISTTOCROSSING = 300m
```

2 MAP CLASS

```
MAP <mapName> = <mapType>(<map params>)
```

There must be one and only one map file per script. If more than one is defined, only the last is used. The area covered by the map is assumed to be the competition area.

2.1 Constructors

```
<mapType>(<map params>)
```

2.1.1 Type BITMAP: Bitmap file

```
BITMAP(<fileName>)
```

<fileName> is a bitmap file name. Compatible bitmap types are bmp, gif, jpg, png, tif. A corresponding world file must exist. See http://en.wikipedia.org/wiki/World_file for more information.

2.1.2 Type BLANK: Blank map

```
Blank(<topLeft>, <bottomRight>)
```

<topLeft> is a previously defined point name designing the top-left corner of the map.

<bottomRight> is a previously defined point name designing the bottom-right corner of the map.

2.2 Display modes

```
<displayMode>(<display params>)
```

2.2.1 Mode GRID

```
GRID(<width>)
```

<width> is the desired grid spacing between lines.

Draws a grid over the map.

2.3 Examples

```
MAP CompetitionMap = BITMAP(map.png) grid(1000)
MAP OfficialMap = Blank(TopLeftPoint,BottomRightPoint)
```

3 TASK CLASS

TASK <taskName> = <taskType>(<number>)

<taskType> is one of the AXMER allowed task type.

<number> is the task number in the competition.

3.1 Constructors

<taskType>(<number>)

3.1.1 PDG - Pilot Declared Goal

PDG(<number>)

3.1.2 JDG - Judge Declared Goal

JDG(<number>)

3.1.3 HWZ - Hesitation Waltz

HWZ(<number>)

3.1.4 FIN - Fly In

FIN(<number>)

3.1.5 FON - Fly On

FON(<number>)

3.1.6 HNH - Hare And Hounds

HNH(<number>)

3.1.7 WSD - Watership Down

WSD(<number>)

3.1.8 GBM - Gordon Bennett Memorial

GBM(<number>)

3.1.9 CRT - Calculated Rate Of Approach

CRT(<number>)

3.1.10 RTA - Race To An Area

RTA (<number>)

3.1.11 ELB - Elbow

ELB (<number>)

3.1.12 LRN - Land Run

LRN (<number>)

3.1.13 MDT - Minimum Distance

MDT (<number>)

3.1.14 SFL - Shortest Flight

SFL (<number>)

3.1.15 MDD - Minimum Distance Double Drop

MDD (<number>)

3.1.16 XDT - Maximum Distance Time

XDT (<number>)

3.1.17 XDI - Maximum Distance

XDI (<number>)

3.1.18 XDD - Maximum Distance Double Drop

XDD (<number>)

3.1.19 ANG - Angle

ANG (<number>)

3.1.20 3DT - 3D Shape Task

3DT (<number>)

3.2 Examples

TASK Task3HWZ = HWZ (5)

TASK Task2 = JDG (3)

4 AREA CLASS

```
AREA <name> = <areaType>(<area params>) [<displayMode>(<display  
params>)]
```

4.1 Constructors

```
<areaType>(<area params>)
```

4.1.1 Type CIRCLE: Circular area

```
CIRCLE(<center>, <radius>[, <lowerLimit>[, <upperLimit>]])
```

<center> is a point name used as the circle center

<radius> is the circle radius

<lowerLimit> is the lower altitude limit

<upperLimit> is the upper altitude limit

4.1.2 Type DOME: Dome shaped area

```
DOME(<center>, <radius>)
```

<center> is a point name used as the dome base center

<radius> is the dome radius

4.1.3 Type POLY: Polygonal area

```
POLY(<fileName>[, <lowerLimit>[, <upperLimit>]])
```

<fileName> is the name of a track file containing the polygon (trk, igc)

<lowerLimit> is the lower altitude limit

<upperLimit> is the upper altitude limit

4.2 Display modes

```
<displayMode>(<display params>)
```

The display mode is optional. If it is not specified, DEFAULT(blue) is used.

4.2.1 Mode NONE

```
NONE()
```

The area will not be displayed.

4.2.2 Mode DEFAULT

```
DEFAULT([<color>])
```

Draws the area according to its type.

<color> is one of blue, brown, gray, green, orange, pink, red, violet, white, yellow. If no color is specified, blue will be used.

4.3 Examples

```
area Area1 = CIRCLE(P10, 100m) DEFAULT(green)
area Area2 = POLY(area2.trk, 100m, 1000m)
area Area3 = CIRCLE(P10, 500) NONE()
```

5 FILTER CLASS

Filter track points for the current task. Points filtered out are not considered in further computations. Successive filters in the same task are applied in definition order.

```
FILTER <name> = <filterType>(<filter params>)
```

5.1 Constructors

5.1.1 INSIDE

```
INSIDE (<areaName>)
```

Selects all the track points inside the specified area.

<areaName> is the name of a previously defined area

5.1.2 OUTSIDE

```
OUTSIDE (<areaName>)
```

Selects all the track points outside the specified area.

<areaName> is the name of a previously defined area

5.1.3 BEFORETIME

```
BEFORETIME (<time>)
```

Selects all the track points earlier than specified time.

<time> desired time in hh:mm:ss

5.1.4 AFTERTIME

```
AFTERTIME (<time>)
```

Selects all the track points later than specified time.

<time> desired time in hh:mm:ss

5.1.5 BEFOREPOINT

```
BEFOREPOINT (<pointName>)
```

Selects all the track points earlier than specified point.

<pointName> is the name of a previously defined point

5.1.6 AFTERPOINT

```
AFTERPOINT (<pointName>)
```

Selects all the track points later than specified point.

<pointName> is the name of a previously defined point

5.1.7 ABOVE

ABOVE(<altitude>)

Selects all the track points above a given altitude

<altitude> is the desired altitude limit in feet

5.1.8 BELOW

BELOW(<altitude>)

Selects all the track points below a given altitude

<altitude> is the desired altitude limit in feet

5.1.9 NONE

NONE()

Clears all the active filters for the current task. Previous computations are not affected.

5.2 Examples

```
FILTER InArea = INSIDE(GBMArea)
```

```
FILTER Before10:00 = BEFORETIME(10:00:00)
```


6 POINT CLASS

```
POINT <name> = <pointType>(<point params>) [<displayMode>(<display params>)]
```

6.1 Static point (S) constructors

The S constructors return a statically defined point.

6.1.1 Type SLL: WGS84 lat/long

```
SLL(<lat>, <long>, <altitude>)
```

Returns a statically defined point using WGS lat/lon coordinates.

<lat> is the latitude coordinate

<long> is the longitude coordinate

<altitude> is the altitude (in feet)

6.1.2 Type SUTM: UTM

```
SUTM(<easting>, <northing>, <altitude>)
```

Returns a statically defined point using UTM coordinates in the default datum and zone.

<easting> is the easting coordinate

<northing> is the northing coordinate

<altitude> is the altitude (in feet)

6.2 Point from a list (L) constructors

The L constructors return a point chosen from a list of predefined points.

6.2.1 Type LNP: nearest to point

```
LNP(<desiredPoint>, <listPoint1>, <listPoint2>, ...)
```

Returns the point closest to a desired one from a list of predefined points.

6.2.2 Type LFT: first in time

```
LFT(<listPoint1>, <listPoint2>, ...)
```

Returns the earliest point from a list of points.

6.2.3 Type LLT: last in time

```
LLT(<listPoint1>, <listPoint2>, ...)
```

Returns the latest point from a list of points.

6.2.4 Type LFNN: first not null

```
LFNN(<listPoint1>, <listPoint2>, ...)
```

Returns the first non null point from a list of points.

6.2.5 Type LLNN: last not null

```
LLNN(<listPoint1>, <listPoint2>, ...)
```

Returns the last non null point from a list of points.

6.3 Logger mark (M) constructors

The M constructors return a point defined with a logger mark.

6.3.1 Type MVMD: virtual marker drop

```
MVMD(<number>)
```

Returns the first occurrence of the desired virtual marker drop. The filters applied to track points are enforced because virtual marker drops must coincide with a valid track point.

<number> desired marker number

6.3.2 Type MPDG: pilot declared goal

```
MPDG(<number>, <minTime>, <maxTime>)
```

Returns the last occurrence of the desired pilot declared goal within time limits.

<number> desired pilot declared goal number

<minTime> declaration lower time limit

<maxTime> declaration upper time limit

6.4 Track point (T) constructors

The T constructors return a point from the track log.

6.4.1 Type TLCH: launch

```
TLCH()
```

Returns the launch point.

6.4.2 Type TLND: landing

```
TLND()
```

Returns the landing point.

6.4.3 Type TPT: on point time

TPT(<pointName>)

Returns the track point with the same timestamp as a given point.

<pointName> is the name of a previously defined point

6.4.4 Type TNP: nearest to point

TNP(<pointName>)

Returns the closest valid track point to the specified point.

<pointName> is the name of a previously defined point

6.4.5 Type TNL: nearest to point list

TNL(<listPoint1>, <listPoint2>, ...)

Returns the closest valid track point to any the specified points.

<listPoint> is the name of another previously defined point

6.4.6 Type TDT: delayed in time

TDT(<pointName>, <timeDelay>[, <maxTime>])

If <maxTime> is not specified, returns the first valid track point after <timeDelay> minutes have elapsed over the desired point time.

If <maxTime> is specified, returns the last valid track point after <timeDelay> minutes have elapsed over the desired point time but before <maxTime>.

<pointName> is the name of another previously defined point

<timeDelay> desired time delay in minutes

<maxTime> desired time limit. This parameter is optional

6.4.7 Type TDD: delayed in distance

TDD(<pointName>, <distanceDelay>[, <maxTime>])

If <maxTime> is not specified, returns the first valid track point farther than <distanceDelay> from the desired point.

If <maxTime> is specified, returns the last valid track point before <maxTime> farther than <distanceDelay> from the desired point.

<pointName> is the name of another previously defined point

<distanceDelay> desired distance delay in meters

<maxTime> desired time limit. This parameter is optional

6.4.8 Type TAFI: area first in

TAFI (<areaName>)

Returns the first valid track point after entering the area for the first time.

<areaName> is the name of a previously defined area

6.4.9 Type TAFO: area first out

TAFO (<areaName>)

Returns the last valid track point before exiting the area for the first time.

<areaName> is the name of a previously defined area

6.4.10 Type TALI: area last in

TALI (<areaName>)

Returns the first valid track point after entering the area for the last time.

<areaName> is the name of a previously defined area

6.4.11 Type TALO: area last out

TALO (<areaName>)

Returns the last valid track point before exiting the area for the last time.

<areaName> is the name of a previously defined area

6.5 Display modes

<displayMode> (<display params>)

The display mode is optional. If it is not specified, WAYPOINT(blue) is used.

6.5.1 Mode NONE

NONE ()

The point will not be displayed.

6.5.2 Mode WAYPOINT

WAYPOINT ([<color>])

Displays a waypoint map overlay.

<color> is one of blue, brown, gray, green, orange, pink, red, violet, white, yellow. If no color is specified, blue will be used.

6.5.3 Mode TARGET

```
TARGET(<radius>[, <color>])
```

Displays a target map overlay with a circular area of given radius.

<radius> circular area radius in meters.

<color> is one of blue, brown, gray, green, orange, pink, red, violet, white, yellow. If no color is specified, blue will be used.

6.5.4 Mode MARKER

```
MARKER([<color>])
```

Displays a flag map overlay.

<color> is one of blue, brown, gray, green, orange, pink, red, violet, white, yellow. If no color is specified, blue will be used.

6.5.5 Mode CROSSHAIRS

```
CROSSHAIRS([<color>])
```

Displays a crosshairs map overlay.

<color> is one of blue, brown, gray, green, orange, pink, red, violet, white, yellow. If no color is specified, blue will be used.

6.6 Examples

```
point LAUNCH = TLCH() WAYPOINT(green)
point LANDING = TLND() WAYPOINT(red)
point G12 = SLL(42.12, 3.23, 1500) TARGET(100, green)
point G13 = SUTM(31T, 235123, 4612153, 850) TARGET(100, green)
point Best = TNL(G12, G13) MARKER(green)
```

7 RESULT CLASS

```
RESULT <resultName> = <resultType>(<result params>)
```

Computes a task result. The results are assigned to the last defined task.

7.1 Constructors

```
<resultType>(<result params>)
```

7.1.1 Type D2D: distance in 2D

```
D2D(<pointNameA>, <pointNameB>)
```

Computes the projected distance (in 2D) between two points.

7.1.2 Type D3D: distance in 3D

```
D3D(<pointNameA>, <pointNameB>)
```

Computes the distance in 3D between two points.

7.1.3 Type DRAD: relative altitude dependent distance

```
DRAD(<pointNameA>, <pointNameB>)
```

Computes the distance between two points. If the altitude difference between the two is less than the threshold specified in the settings part, 2D distance will be computed. Otherwise, 3D distance is used.

7.1.4 Type DACC: accumulated distance

```
DACC(<pointNameA>, <pointNameB>)
```

Computes the sum of the distances between consecutive valid track points from point 1 to point 2. In other words, It computes the total traveled distance between the two points.

7.1.5 Type TSEC: time in seconds

```
TSEC(<pointNameA>, <pointNameB>)
```

Computes the time elapsed in seconds between the two points.

7.1.6 Type TMIN: time in minutes

```
TMIN(<pointNameA>, <pointNameB>)
```

Computes the time elapsed in minutes between the two points.

7.1.7 Type ATRI: area of triangle

`ATRI(<pointNameA>, <pointNameB>, <pointNameC>)`

Computes the area in km² of the triangle delimited by the three points.

7.1.8 Type ANG3P: angle between 3 points

`ANG3P(<pointNameA>, <pointNameB>, <pointNameC>)`

Computes the direction change between AB and BC (180 - the angle ABC).

7.1.9 Type ANGn: angle to the north

`ANGN(<pointNameA>, <pointNameB>)`

Computes the angle between the line AB and the line north-south.

7.1.10 Type ANGSD: angle to a set direction

`ANGSD(<pointNameA>, <pointNameB>, <setDirection>)`

Computes the angle between the line AB and a set direction. 0 is north-south.

7.2 Examples

`RESULT Task3Result=DRAD(Task3Marker,Task3Target,500)`

8 RESTRICTION CLASS

```
RESTRICTION <restrictionName> = <restrictionType>(<restriction  
params>)
```

Computes a restriction. If a restriction is infringed, the pilot will not achieve a result for the task (group B).

8.1 Constructors

```
<restrictionType>(<restriction params>)
```

8.1.1 Type DMAX: maximum distance

```
DMAX(<pointNameA>, <pointNameB>, <distance>, <description>)
```

The 2D distance between point A and point B must not be greater than the specified distance.

<description> is the description of the infringement (rule number will be included automatically when known).

8.1.2 Type DMIN: minimum distance

```
DMIN(<pointNameA>, <pointNameB>, <distance>, <description>)
```

The 2D distance between point A and point B must not be lesser than the specified distance.

<description> is the description of the infringement (rule number will be included automatically when known).

8.1.3 Type DVMAX: maximum vertical distance

```
DVMAX(<pointNameA>, <pointNameB>, <height>, <description>)
```

The vertical distance between point A and point B must be greater than the specified height.

<description> is the description of the infringement (rule number will be included automatically when known).

8.1.4 Type DVMIN: minimum vertical distance

```
DVMIN(<pointNameA>, <pointNameB>, <height>, <description>)
```

The vertical distance between point A and point B must be lesser than the specified height.

<description> is the description of the infringement (rule number will be included automatically when known).

8.1.5 Type PBP: point before point

```
PBP(<pointNameA>, <pointNameB>, <time>, <description>)
```


<description> is the description of the infringement (rule number will be included automatically when known).

The point B must happen at least the specified time in minutes before point A.

8.1.6 Type PBTOD: point before time of day

```
PBTOD(<pointNameA>, <time>, <description>)
```

The point A must happen before the specified time of day.

<description> is the description of the infringement (rule number will be included automatically when known).

8.1.7 Type PATOD: point after time of day

```
PATOD(<pointNameA>, <time>, <description>)
```

The point A must happen after the specified time of day.

<description> is the description of the infringement (rule number will be included automatically when known).

8.2 Examples

```
RESTRICTION t2_dmin = DMIN(launch, task02_target, 1000m, "launch too  
close to target")  
RESTRICTION t3_declTime = PATOD(declaration_point, 10:00:00, "late  
declaration")
```

9 PENALTY CLASS

```
PENALTY <penaltyName> = <penaltyType>(<penalty params>)
```

Computes a penalty. The penalty is applied to the last defined task.

9.1 Constructors

```
<penaltyType>(< penalty params>)
```

9.1.1 Type BPZ: blue PZ

```
BPZ (<area>)
```

Applies a BPZ penalty to all the remaining (non-filtered) track points inside the area.

//TODO: explain better

9.1.2 Type RPZ: red PZ

```
RPZ (<area>)
```

Applies a RPZ penalty to all the remaining (non-filtered) track points inside the area. Actually, the new 2011 formula is used with hypotenuse distance infringement and a scale factor of 8.

//TODO: explain better

9.1.3 Type VSMAX: maximum vertical speed

```
VSMAX (<verticalSpeed>)
```

Applies a result penalty if the vertical speed is over the given speed

//TODO: check the value of the applied penalty

10 FULL TASK EXAMPLES

10.1 Judge Declared Goal (nearest track point)

```
TASK Task02JDG = JDG(2)
POINT Task02target=UTM(31T,325000,4612000,650)
FILTER Task02scoringPeriod1=AFTER(09:00:00)
FILTER Task02scoringPeriod2=BEFORE(10:00:00)
POINT Task02marker=TNP(Task02target)
RESULT Task02result=DRAD(Task02target,Task02marker,500)
```

The first line defines the task type, JDG. The second line defines the target. The next two lines define the scoring period from 9:00 to 10:00. The fifth line defines the nearest track point to the target. The last line computes the result, a relative altitude dependent distance with an altitude limit of 500ft.

10.2 Hesitation Waltz (logger marker drop)

```
TASK Task03HWZ=HWZ(3)
POINT Task03t1=UTM(31T,325000,4612000,650)
POINT Task03t2=UTM(31T,325500,4612000,650)
POINT Task03t3=UTM(31T,325000,4612500,650)
POINT Task03marker=MVMD(3)
POINT Target=LNP(Task03marker,Task03t1,Task03t2,Task03t3)
RESULT Result=D3D(Marker,Target)
```

The first line defines the task type, HWZ. The next three lines define the targets. The fifth line defines the logger marker drop #3. The sixth line defines the closest target to the marker. The last line computes the result, a distance in 3D.

10.3 Gordon Bennett Memorial (logger marker drop)

```
TASK Task1=GBM(1)
AREA T1area=Area(task1area.trk)
POINT T1goal=SUTM(31T,3166732,4613455,350)
FILTER T1scoringPeriod=BEFORE(10:00:00)
POINT T1marker=MVMD(1)
RESULT=DRAD(T1Goal,T1marker,500)
```

The first line defines a GBM task. The second line defines the scoring area from a track file. The third line defines the goal, a fixed UTM point. The next line defines a scoring period until 10:00. The next defines the logger marker #1 (note that the scoring period filter also applies to VMDs). The last line computes a relative altitude dependent distance with a threshold of 500ft.

10.4 Maximum Distance Double Drop (first in / last out)

```
TASK Task4=XDD(4)
AREA T4area=Area(task4area.trk)
FILTER T4scoringPeriod=BEFORE(10:00:00)
POINT T4A=TAFI(T4area)
POINT T4B=TALO(T4area)
RESULT t4result=D2D(T4A,T4B)
```

The first line defines the task type, XDD. The second line defines the task area from a track file. The third line applies a filter: the valid track points are those before 10:00:00 (task scoring period up to 10:00). The next line defines the first scoring point, the first-in point. The next defines the second scoring point, the last-out point. The last line computes the result, a distance in 2D.

11 BUGS AND IDEAS

The point constructors LNP, TNP and TNL do not specify what kind of distance should be used (d2d, d3d or drad). Consider constructors that specify the distance method.

Example: LNPD2D, LNPD3D, LNPD RAD, TNPD2D, TNPD3D, TNPD RAD, etc.

Think about a method to score a 3DS task allowing entering and exiting the area multiple times.