

## **Console:**

### **Req - 001:**

If stateDataParameters.currentState is set to CONFIGURED

Send terrainMissionParameters, launcherMissionParameters,  
rocketDataParameters and stateDataParameters to the controller

### **Req - 002:**

If stateDataParameters.currentState is set to LAUNCH

Send stateDataParameters to the controller

### **Req - 003:**

stateDataParameters.currentState cannot be moved from RETURN or SHUTDOWN from  
READY unless stateDataParameters.currentState has been received and is of the state  
LAUNCH

## **Algorithm:**

### **Req - 001:**

If stateDataParameters.currentState is set to LAUNCH

Send algoData with update time based on timeToLaunch as basis.

### **Req - 002:**

Time will not be calculated in outside time, it will be based off systemTime and that all relies on  
timeToLaunch in stateDataParameters. This will be decided in the controller implementation