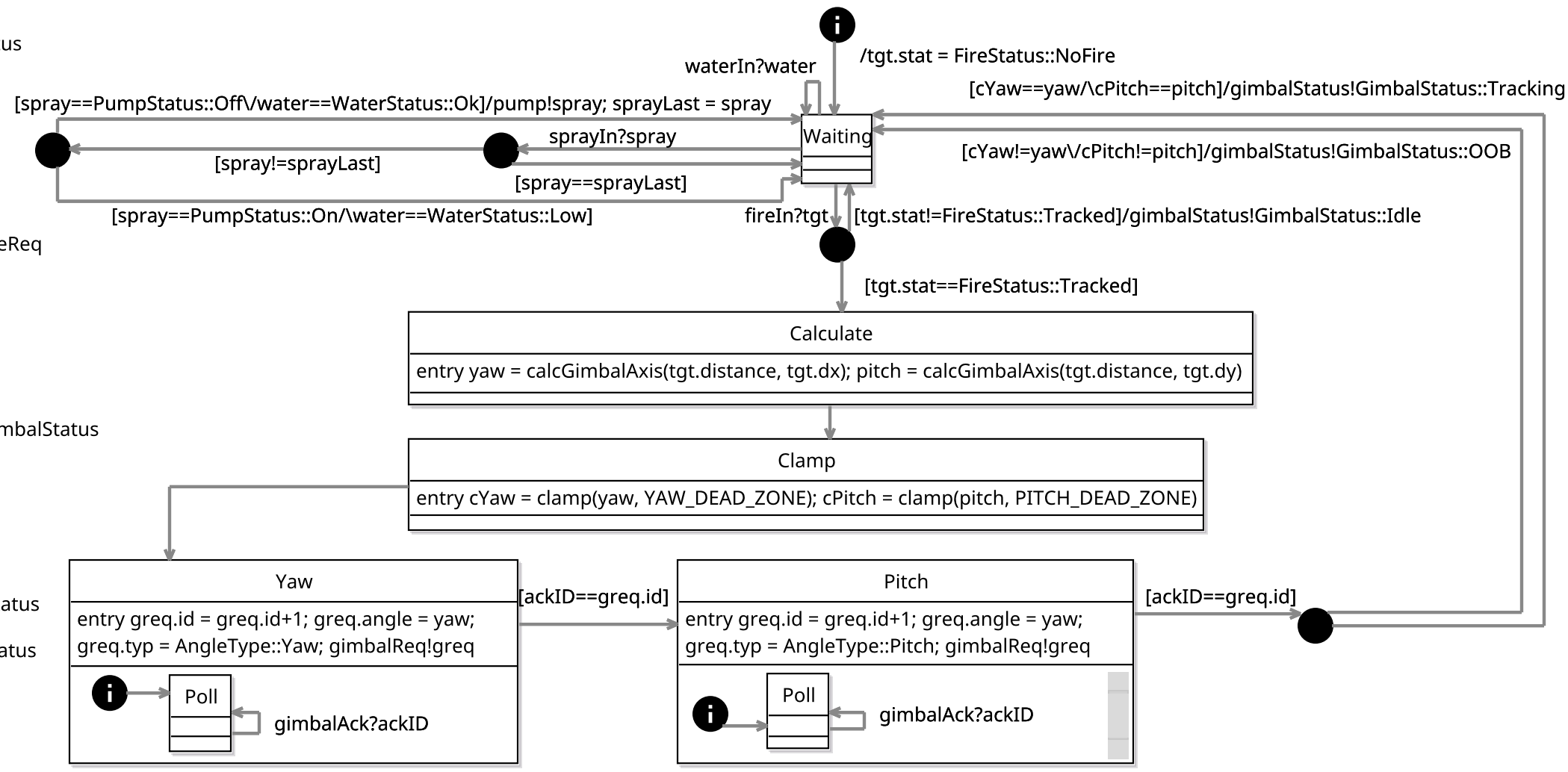
fireIn: FireTarget

SprayAim

tgt: FireTarget, ackID: nat, greq: AngleReq, yaw: nat, pitch: nat, tracking: boolean = false
cYaw: nat, cPitch: nat, YAW_DEAD_ZONE: nat, PITCH_DEAD_ZONE: nat
sprayLast: PumpStatus = PumpStatus::Off, spray: PumpStatus = PumpStatus::Off, water: WaterStatus = WaterStatus::Ok
TRACK_DIST: real
InterCtrlSprayAimEvents
SprayAimPlanningEvents
FireSubscriber
SpraySubscriber
WaterSubscriber

pump: PumpStatus
gimbalReq: AngleReq
gimbalAck: nat
gimbalStatus: GimbalStatus
waterIn: WaterStatus
sprayIn: PumpStatus



calcGimbalAxis(wallDist: real, normalDist: real): nat

0<=wallDist
(0<=result<=180)/\(normalDist<=0=>result<=90)/\(normalDist>=0=>result>=90)

calcYawDelta(wm: WallMetrics): real

clamp(n: nat, dz: nat): nat

0<=n<=180
(n<dz=>result==dz)/\(180-dz<n=>result==180-dz)/\(dz<=n<=180-dz)=>result==n