fx angleDelay(lastAngle: nat, thisAngle: nat, scale: nat): nat

■ 0<=lastAngle<=180/\0<=thisAngle<=180

≪%	ArmCtrl		
Pump Gimbal InterCtrlSprayAimEvents			
€ ArmProg]
Pump Gimbal GIMBAL_BASE_DELAY: nat angle: AngleReq, lastPitch: nat, lastYaw: nat, delay: nat pstatus: PumpStatus, pumping: boolean = false InterCtrlSprayAimEvents [pstatus==PumpStatus::On/\not pumping]/pumpOn(); pumping = true pump?pstatus [pstatus==PumpStatus::Off/\pumping]/pumpOff(); pumping = false		gimbalAck: nat gimbalReq: AngleReq	gimba Ack: nat
/gimbalAck!(angle.id) [sinceEntry(SetYaw)<=angleDelay(lastYaw, angle.angle, GIMBAL_BASE_DELAY [sinceEntry(SetYaw)<=angleDelay(lastYaw, angle.angle, GIMBAL_BASE_DELAY)]	[angle.typ==AngleType::Yaw] SetYaw entry gimbalWritePan(angle.angle) SetPitch entry gimbalWriteTilt(angle.angle	[angle.typ==AngleType::Pitch]	amed. Angletic
pump: PumpStatus pump: PumpStatus			1