De motor van de zepp naar de voorkant == Y:

* hoek tussen zeppelin en plane
* destX – zeppX > 0
  + tan hoek\_a = (destX-zeppX)/(zeppY-destY)
  + if(zeppY-destY)==0: hoek\_a = 90
  + if(zeppY-destY)<0: 180 + hoek\_a (because -) 🡺 angle: [0,180]
  + math.abs(hoek\_a – hoek\_zp)
    - > 90: reverse
    - = 90: nothing
    - < 90: forward

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Hoek\_zp | -45 | -45 | -45 | -45 | -140 |
| Hoek\_a | 45 | 10 | 90 | 150 | 135 |
|  | 90 => nothing | 55 => forward | 135 => reverse | 195 (= -165) => reverse | 275 => -85 |

* destX – zeppX == 0 : hoek\_a = 0 => ok
* destX – zeppX < 0:
  + tan hoek\_a = (destX-zeppX)/(zeppY-destY)
  + if(zeppY-destY)==0: hoek\_a = -90
  + if(zeppY>destY): hoek\_a
  + if(destY>zeppY): beiden - : -(180 + hoek\_a) 🡺 angle: [0,180]
  + math.abs(hoek\_a – hoek\_zp)
    - > 90: reverse
    - = 90: nothing
    - < 90: forward

De motor van de zeppelin naar de zijkant == X:

* hoek tussen zeppelin en plane: de hoek van y + 90
* Voor de rest zoals hier boven!

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Hoek\_zp | 45 | 45 | 45 | 45 | -95 |
| Hoek\_a | 45 | 10 | 90 | 150 | 135 |
|  | 0 => forward | -35 => forward | 45 => forward | 115 => reverse | 230 => reverse |