

c:Clock

now=UInteger(1524199495,1.0)

c1:Coordinatex=UReal(0.0,0.01)
y=UReal(0.0,0.01)

object | currentPosition

c2:Coordinatex=UReal(750.0,0.01)
y=UReal(0.0,0.01)

object | currentPosition

c3:Coordinatex=UReal(700.0,0.1)
y=UReal(0.0,0.01)

object | currentPosition

c4:Coordinatex=UReal(1000.0,0.1)
y=UReal(0.0,0.01)

object | currentPosition

c5:Coordinatex=UReal(2000.0,0.1)
y=UReal(0.0,0.01)

object | currentPosition

d1:Dronewidth=UReal(0.5,0.01)
angle=UReal(0.78,0.02)
speed=UReal(20.0,0.1)d2:Dronewidth=UReal(0.5,0.01)
angle=UReal(0.0,0.02)
speed=UReal(20.0,0.1)o1:UnidentifiedObjectconfidence=0.98
width=UReal(0.7,0.1)
angle=UReal(3.92,0.07)
speed=UReal(50.0,0.2)o2:UnidentifiedObjectconfidence=0.9
width=UReal(0.5,0.1)
angle=UReal(3.92,0.07)
speed=UReal(60.0,0.2)o3:UnidentifiedObjectconfidence=0.85
width=UReal(1.0,0.1)
angle=UReal(0.0,0.07)
speed=UReal(15.0,0.2)