1. Call it air tanker fight fire process cause may have crews on the ground too
2. Change to fuel capacity, find fuel consumption rate
3. 6 number of drops based on perimeter at arrival
4. An airtanker type has 3 types of drops salvo, trail drop, and misc. Need effective drop length as a function of fire intensity
5. Up until 40% perimeter covered fire is growing, then after BHE it stops growing
6. Have 2 types of airtankers, small and large, if intensity is less than something send small one, else send a large one. If need to queue then pick next closest or other type. Set an effective radius around fire to choose most suitable.
7. Airtankers must land by some specified time of darkness that can vary. Some aircraft have to land before dark, and a latest time a drop can be made relative to darkness
8. Rule for number of drops before dark must be greater than something before sending an airtanker
9. Change to User enters average number of fires per day for both people caused and lightning, Time til Darkness

EVERYTHING STOPS AT END OF DAY!

Airtanker: Fly when dark flag, Drop type, size (Small/Large), fuel capacity

Inputs: human fires/day, lightning fires/day, Time until dark, effective checking distance

NEED: check inputs make sure im not missing any, human/lightning fires, rule for fire distribution or just keep uniform,