1->2:

dist= 3

ang= 130

FPS SRC 13

FPS TRG 17

PTS SRC 98

PTS TRG 111

Soma: 11004.294327619604

2->3:

dist= 10

ang= 160

FPS SRC 25

FPS TRG 16

PTS SRC 111

PTS TRG 82

Soma: 3689.4642114788694

3->4: #nao esta a ser encontrado automaticamente

dist= 2

ang= 140

FPS SRC 10

FPS TRG 23

PTS SRC 82

PTS TRG 136

Soma: 48472.54313591389

dist= 5

ang= 140

FPS SRC 9

FPS TRG 16

PTS SRC 82

PTS TRG 136

Soma: 45521.9133777468

4->5: #nao encontrou automaticamente, mas e capaz de ser melhor (5, 160)

dist= 3

ang= 170

FPS SRC 81

FPS TRG 77

PTS SRC 136

PTS TRG 146

Soma: 15594.506185333454

dist= 10

ang= 170

FPS SRC 48

FPS TRG 45

PTS SRC 136

PTS TRG 146

Soma: 14576.102745501701

5->6:

dist= 5

ang= 130

FPS SRC 8

FPS TRG 12

PTS SRC 146

PTS TRG 193

Soma: 17724.90956072857

6->7: : #nao encontrou automaticamente, mas e capaz de ser melhor (8, 170)

dist= 1

ang= 150

FPS SRC 35

FPS TRG 31

PTS SRC 193

PTS TRG 202

Soma: 32768.6436818254

dist= 1

ang= 160

FPS SRC 60

FPS TRG 55

PTS SRC 193

PTS TRG 202

Soma: 30067.538238388817

7->8:

dist= 2

ang= 160

FPS SRC 53

FPS TRG 64

PTS SRC 202

PTS TRG 220

Soma: 15382.686213970415

8->9: (pior que os outros porque há recuo do polígono)

dist= 10

ang= 170

FPS SRC 26

FPS TRG 50

PTS SRC 220

PTS TRG 205

Soma: 35213.569656026804

9->10:

dist= 1

ang= 130

FPS SRC 25

FPS TRG 19

PTS SRC 205

PTS TRG 149

Soma/NrCorr: 35527.77512693518 242 146.80898812783133

10->11:

dist= 5

ang= 150

FPS SRC 31

FPS TRG 38

PTS SRC 149

PTS TRG 252

Soma/NrCorr: 18169.985898388015 268 67.7984548447314

11->12:

12->13:

dist= 1

ang= 120

FPS SRC 12

FPS TRG 8

PTS SRC 225

PTS TRG 217

Soma/NrCorr: 25164.986457391988 276 91.17748716446373