These are various ways we can test the code to improve specific sections. In tests like this it is important to eliminate as many variables as possible to get at the behavior we want.

# Test WindToSailLookup to find the best relationship between relative wind and sail angle

1. Find a way to measure the total force exerted on the boat. Maybe stick a force sensor into the keel block and support the boat fully on that. Ask Dave for ideas for this.
2. Use fans to put a certain relative wind on the boat, like 30 degrees
3. Sweep the sails from full in to full out, and record which position creates the highest force
4. We can thus map relative wind angle to optimal sail position
5. Rinse and repeat for different relative wind angles
6. Try and increase wind speed (more fans?) and see if that changes the results from earlier

Think about how the boat would be heeling in various conditions, and how that would affect the test. Sailor Sutherland paraphrased: “this factor would be awful to account for and barely matters, so ignore the heeling in this testing”.

After doing this testing, use the maximums gathered to make a ‘rel. wind angle against boat speed’ polar plot and try to validate that data on the lake.

# Test ControlHeadingWithRudder to find how the PID values should change with boat speed

The PID values controlling the heading of the boat with the rudder should be adjusted with boat speed, because at high speeds a small rudder motion has a larger effect.

1. Drag the boat at fixed speeds and test PID values to see which ones complete a triggered heading turn with the least overshoot and awfulness
2. We may be using an Auto-tuned PID controller. In this case, test the rudder with and without autotuning to get a feel for what this does.

It’s not clear exactly what the criteria for the test should be here. If we have compass or camera and can measure the boat’s heading we can measure error on the turn and time it takes to make the full turn, or if we’re evaluating the values by eye we can try to roughly time how long it takes to turn and evaluate how much it overshoots by eye.