**Body-Probe-Thrust (BPT) angle constraint**

1. This will fall under “maneuver constraints.” Syntax will be:

jJpP[bB]\_BPT\_ReferenceBody\_LowerBound\_UpperBound

1. This constraint can be implemented in any parallel shooting phase type, be it impulsive or low-thrust. It could maybe be done in two-point shooting phases, too, but the chain rule math will be pretty horrific.

