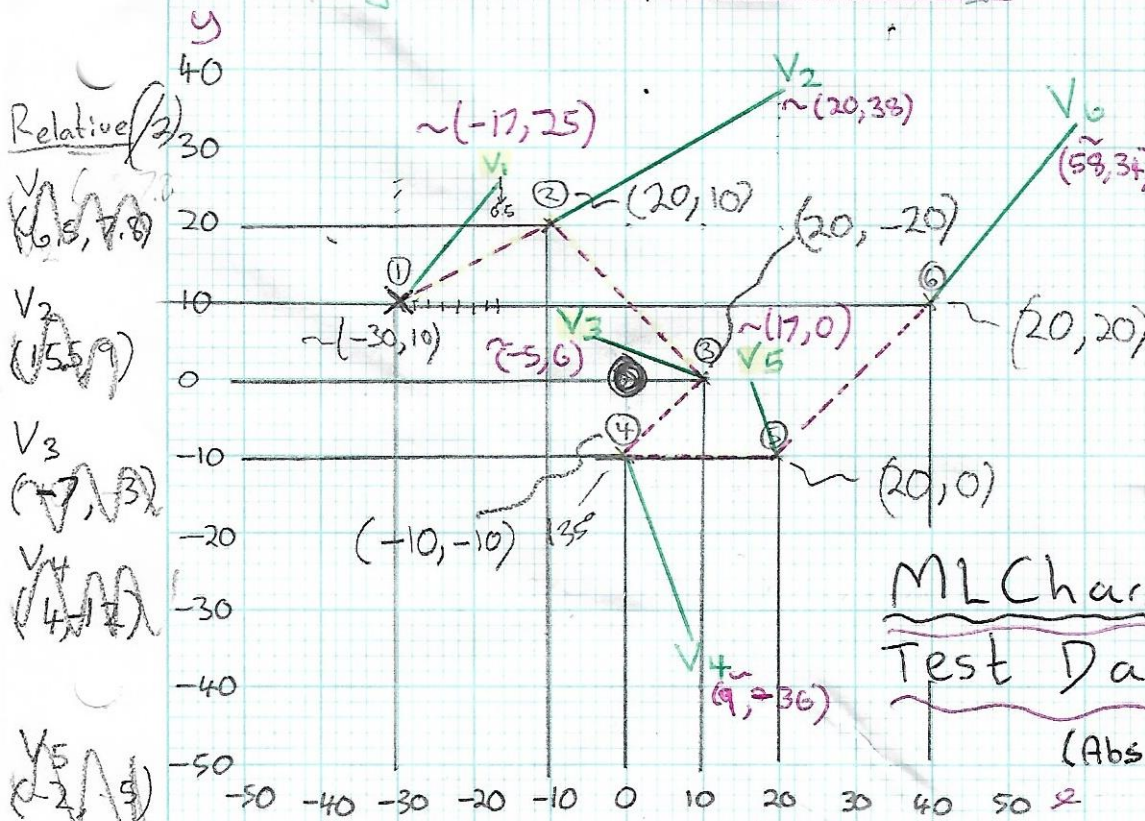


Unadjusted Vectors - True Headings



- $V_1 = 40^\circ, m 20 \left(\frac{2}{9}\pi\right)$
0.69813
- $V_2 = 60^\circ, m 35 \left(\frac{3}{5}\pi\right)$
1.04720
- $V_3 = 290^\circ, m 15 \left(1\frac{11}{18}\pi\right)$
5.06145
- $V_4 = 160^\circ, m 25 \left(\frac{8}{9}\pi\right)$
2.79252
- $V_5 = 340^\circ, m 10 \left(1\frac{8}{9}\pi\right)$
5.93411
- $V_6 = 40^\circ, m 30 \left(\frac{2}{9}\pi\right)$
0.69813

MLChart

Test Data Sheet 1

(Absolute Coordinates)

- wp ① = (-30, 10) 31
- wp ② = (-10, 20) 19
- wp ③ = (10, 0) 20
- wp ④ = (0, -10)
- wp ⑤ = (20, -10)
- wp ⑥ = (40, 10)

Vec	deur	Position	Dannars	Type 4
①	(de 0,0 origine)	@ 290°, m 33	$1\frac{3}{5}\pi$	5.02655
②		@ 63°, m 22	$\frac{7}{20}\pi$	1.04956
③		@ 134°, m 29	$\frac{67}{90}\pi$	2.33874
④		@ 228°, m 15	$1\frac{4}{15}\pi$	3.97935
⑤		@ 90°, m 20	$\frac{1}{2}\pi$	1.5708
⑥		@ 43°, m 29	$\frac{43}{180}\pi$	0.75049

$\sin(270) = -1$
 $\sin(90) = 1$

Position Map

- ① Pos x
- ② Pos y
- ③ Pos Magnitude
- ④ Absolute degree position

- ⑤ Relative degree position
- ⑥ Force Magnitude Actual

- ⑦ Force Magnitude Relative
- ⑧ Force Absolute degree vector

- ⑨ Position 'Raw' x pos in
- ⑩ Position 'Raw' y pos in

- ⑪ Force Relative degree vector
- ⑫ position to force vector x
- ⑬ position to force vector y

- ⑭ Relative Position x

- ⑮ Relative Position y

NOTER POUR REUSE

LES POINTS ① ET ⑥
SONT RELIÉS DANS
LE PLOT 'x'
DONC $(Y_1 = Y_6)$

④ tout = 1
10 = vector - scalar

- Relative
- ① 13, 15, 6
- ② 31, 18
- ③ -14, 6
- ④ 8, -24
- ⑤ -4, 10
- ⑥ 19, 23

September 3^e 2018

Lottie vectors - 1.15

Rollercoaster, fixed

- ② Add feature to add vectors onto the current vector data. This will require a new window type. 1.16

High Light Current pos. — Uses 'range function'

Current pos 40 HL Insert

Insert before
Insert after
Overwrite

☒ Position Vector X-based, degree

field 1 field 2

☒ Force Vector X-based, degree

field 1 field 2

☒ position marker

start code 33

OK CANCEL Next >

Manual entry for position marker

use force vector

use position marker

Previous

presert position marker codes (update the 'code edit' field)

(A), (B) are the same so can be split to different types

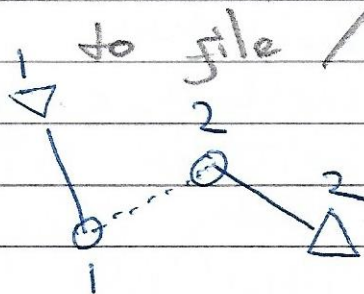
- ③ Could be given its own range such as 100 + where 3 buttons are required.

To include

- Insertion of vectors
- Overwriting/editing of vectors
- Deletion of vectors

- New feature - save vectors to file / Variable. Delete vectors

Ins Del 99



from to to

☐ position ☐ force ☐ marker

☐ Delete Note

☐ Delete selected

☐ Delete Highlighted

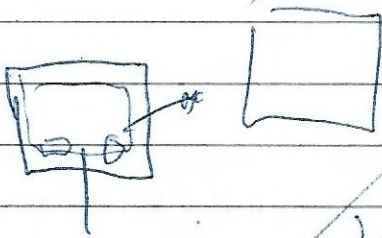
☐ Delete last selected

Lundi 3^e Septembre

web(m)...

'To do'

- Fix 'About' window - (add web page call up)
- Check Rollercoaster for errors
- Fix Rollercoaster's 'double' call back releases
- Add option to add vectors docs
- Perform full test of all functions samples
- package app → upload → announce. wiki/webpage



Tag -1
for

Opening file twice when calling back
= After opening and loading vectors, no need
to open again. Using default filename.
changed use csv file to (2)
where 1 (true) loads.

>> n << n [3] — ✓

Problem in reloading an old file — possible double
rollercoaster call back
~ where filenames have changed in between
rollercoasters.

load file — call rollercoaster — load new
file — stop rollercoaster.

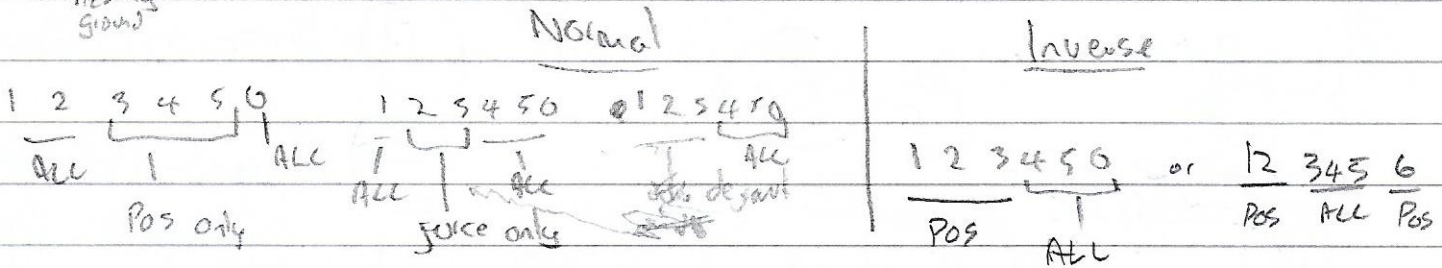
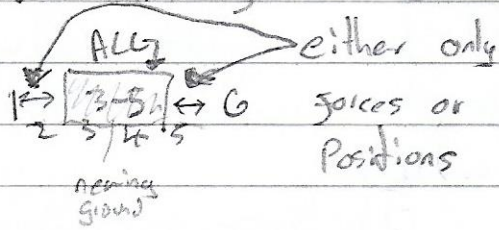
FIX THIS! 464 / 486



load vectors2.dat
then load vectors_orig x3.dat
error in line 29 little group values.

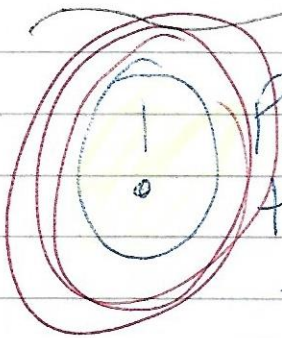
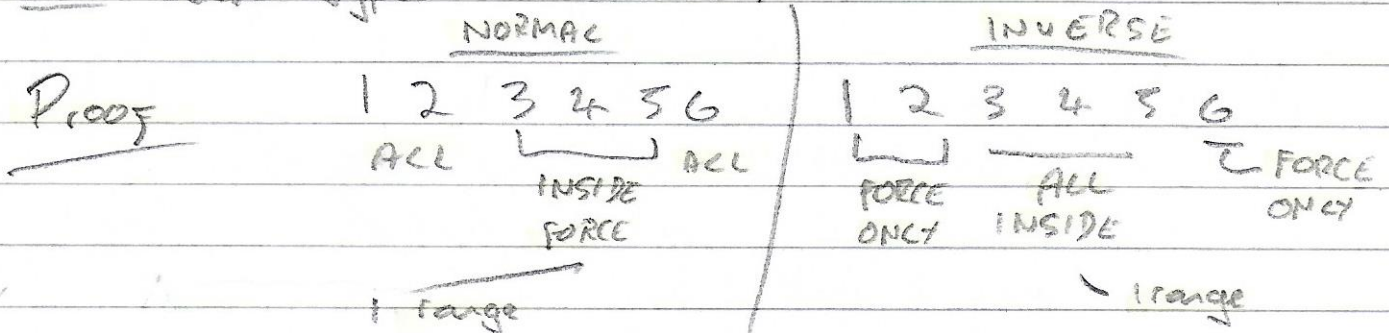
(4,1), (4,2), (4,3), (4,4), (4,5), (4,6), (4,7), (4,8)

With the INR Table there is no redundancy with settings ⑤ and ⑥ against ② and ③. These are the inverse and normal settings for the 'In' filter. ⑤ is an inverse positions outside range and all inside



Inverse is where the selected vector type (position or force) exists on its own outside of the range. Within the range both vector types are drawn.

Normal is where the selected vector type (position or force) exists on its own inside the range. Outside the range both vector types are drawn.

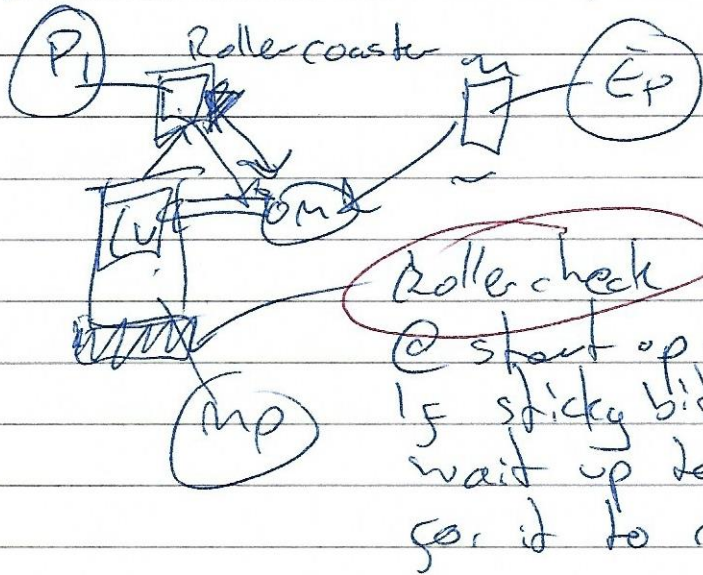


Position map should mirror the highlighting etc!

~~EL/AZ~~ needs handler

P-79

As objects are re-written at the moment this may change. ① Store objects, ② update routing that exist outside of regular-runtime such as roller coaster with the new objects handles.



① process(rollercoast)

② Event Process

③ MAIN process

@ first figure displ with options matrix

6-11 columns ↑ one place.

@ Skip over to include the line which is same number as last of range ensure its included before closing the highlight on the postmap

@ Complete call back for the rotate

set flag - sticky bit then back again after startup

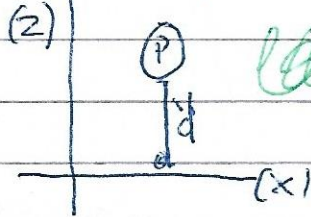
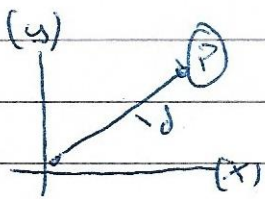
UPLOAD

and MATWORKS

Continue until user time end

'gleiche 3d-gamma'

$$z = \text{mag}(\text{positionmap}(a, b)) / \sqrt{(fux_2 - fux_1)^2 + (fuy_2 - fuy_1)^2}$$

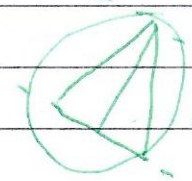
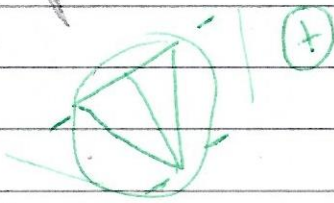


$$f = \text{positionmap}(a, b) / \text{mag}$$

$$f = (\text{positionmap}(a, b) / f)$$

* force-mag circles - scale

gleiche y0-b
gleiche y0-c



gleiche y0 +

52.20 / 60 (-) = gleiche y0-a-

changer gleiche y0 / gleiche y0-a
et plus de multiplier (+1 ou -1) pour le son

Matlab Default Color scale



[RGB] Blue 10% → Blue/Cyan → Green → Orange

0, 0, 0.3

0, 0.3, 0.7

0.3, 0.7, 1

yellow

max mag + (neg mag)

0.7, 0.3, 0

max mag

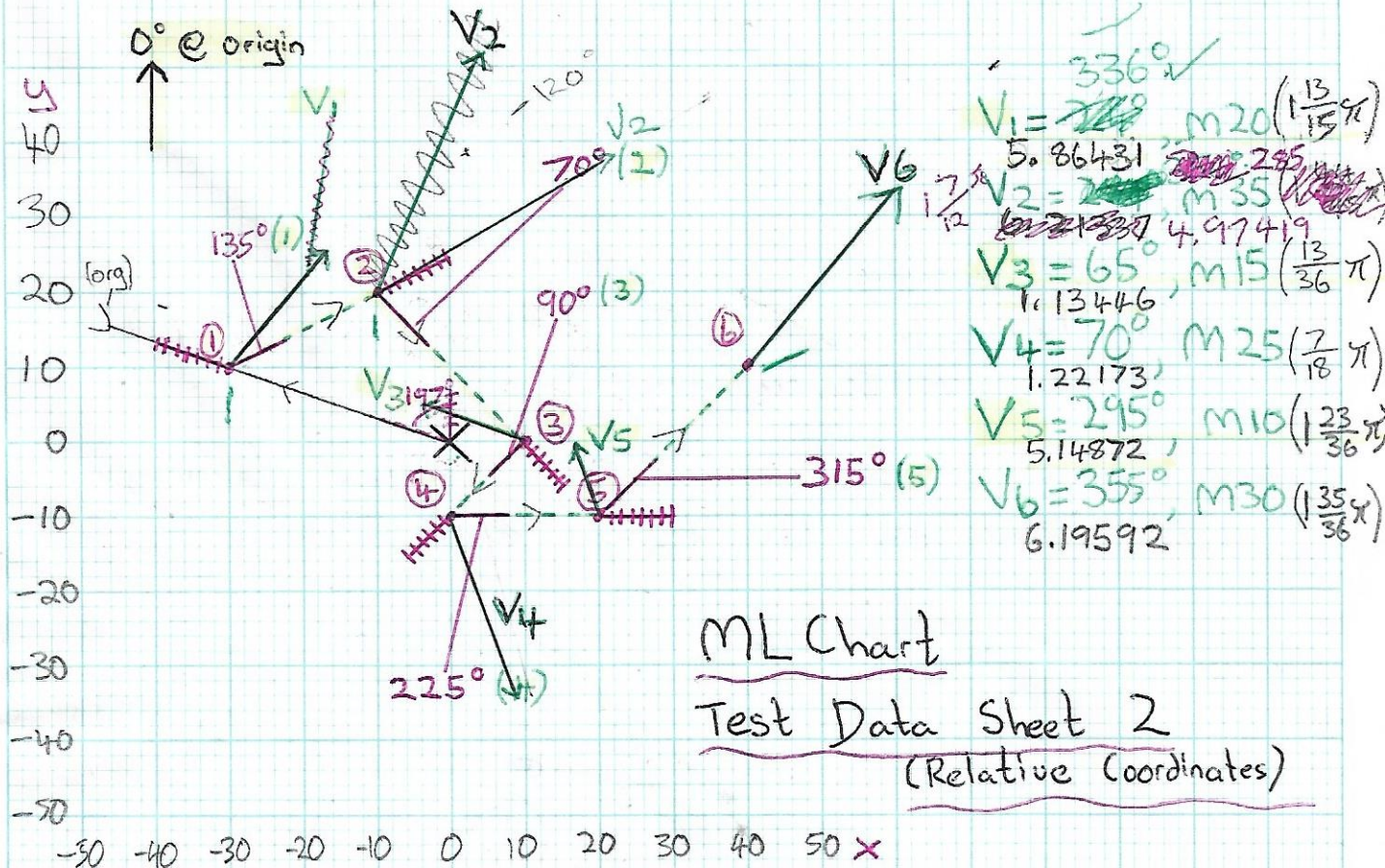
top mag
low mag

mag

mag & low-mag
abs(top mag) abs(low-mag)

51 < 0





$$wp(1) = (-30, 10)$$

$$wp(2) = (-10, 20)$$

$$wp(3) = (10, 0)$$

$$wp(4) = (0, -10)$$

$$wp(5) = (20, -10)$$

$$wp(6) = (40, 10)$$

WP Vecteur Données Relative			5.00909
① de origine	②	$m \sim (1\frac{107}{180}\pi)$	3.43830
① → ②	@ 135°	$m 22$ ($\frac{3}{4}\pi$)	2.35619
② → ③	@ 70°	$m 29$ ($\frac{7}{18}\pi$)	1.22173
③ → ④	@ 90°	$m 15$ ($\frac{1}{2}\pi$)	1.57080
④ → ⑤	@ 225°	$m 20$ ($1\frac{1}{4}\pi$)	3.92699
⑤ → ⑥	@ 315°	$m 29$ ($1\frac{3}{4}\pi$)	5.49779

Vecteurs (approx.)

$$V_1 = \sim (-17, 25)$$

$$V_2 = \sim (20, 38)$$

$$V_3 = \sim (-5, 6)$$

$$V_4 = \sim (9, -36)$$

$$V_5 = \sim (17, 0)$$

$$V_6 = \sim (58, 34)$$

Pig = 120°

① origine (0, 0) dans tous les nombres à illustrer le programme!

Position-map
See new page.

- ① = pos x
- ② = pos y
- ③ = magnitude
- ④ = relative magnitude
- ⑤ = vector to position in deg.
- ⑥ = relative vector in degs
- ⑦ = magnitude of force vector
- ⑧ = force vector absolute

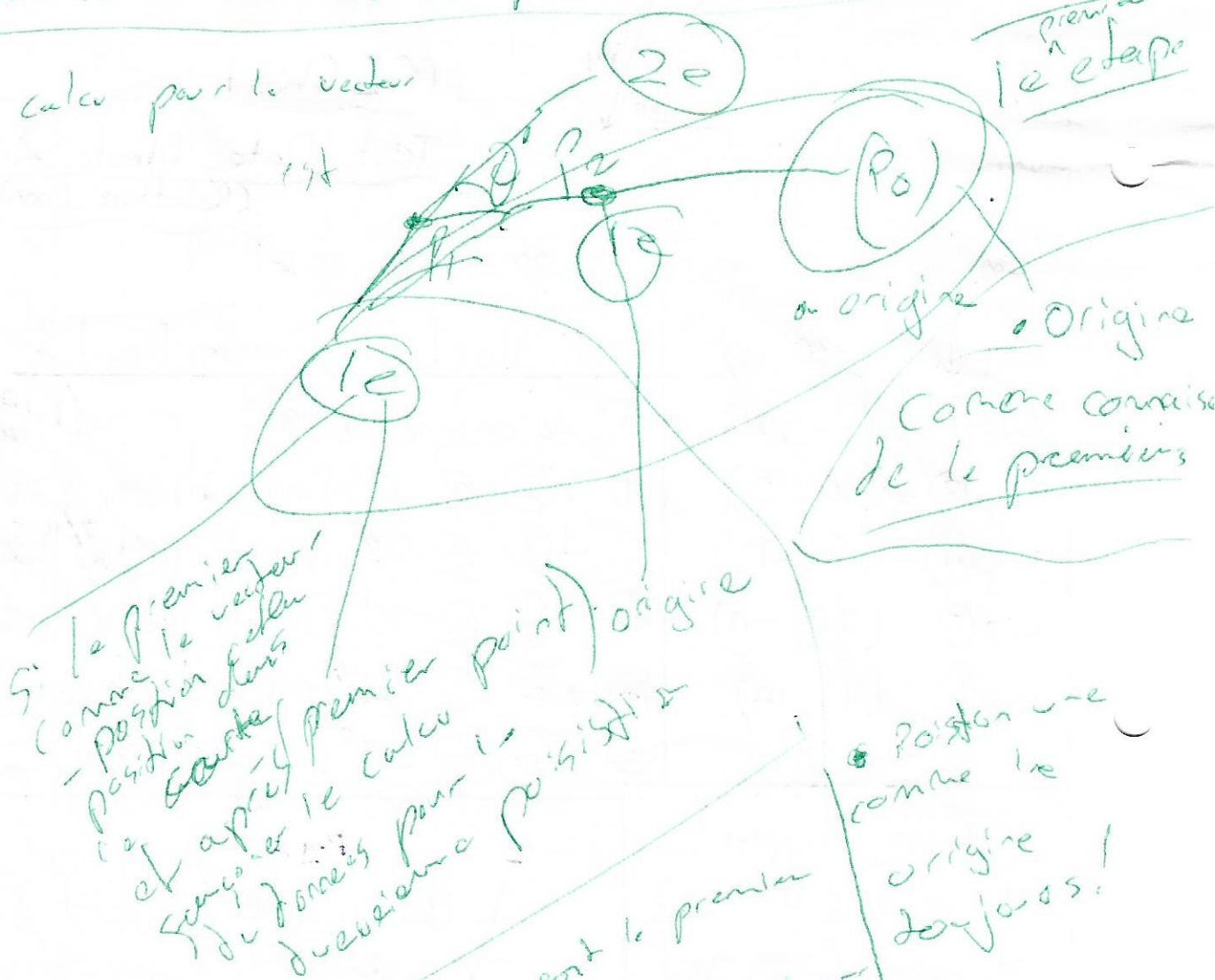
→ 1st / première données

à position origine

mais le vecteur \vec{a} Pas exact comme A et B
sont dans les mêmes temps.

A > B sont réalisés avec un retard de temps
cette retard et les temps t_A & t_B .

• Le calcul par le vecteur



• position soit le premier
calcul 1e.

• donc après le vecteur

• position une
comme la
origine
de jours!