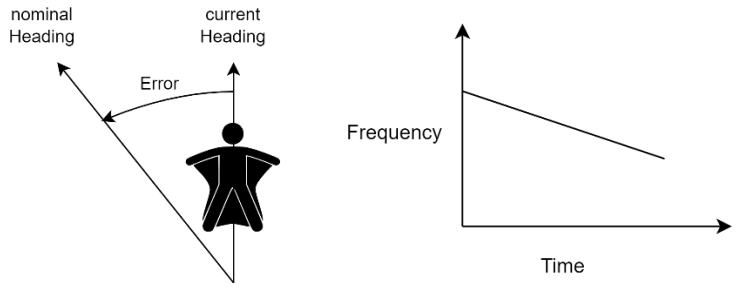
Flysight2 chirpControl

Introduction

ChirpControl is an audio mode used to give the jumper a better indicator of errors between nominal and current values. The best example for the usecase of chirpcontrol is navigation and control of glideratio. The audio chirp will always start at the same frequency (for example 1000Hz) and move towards a higher or lower frequency, depending on the current error.

Examples

In the following images, the error between nominal and actual heading is used to explain what the audio would sound like.

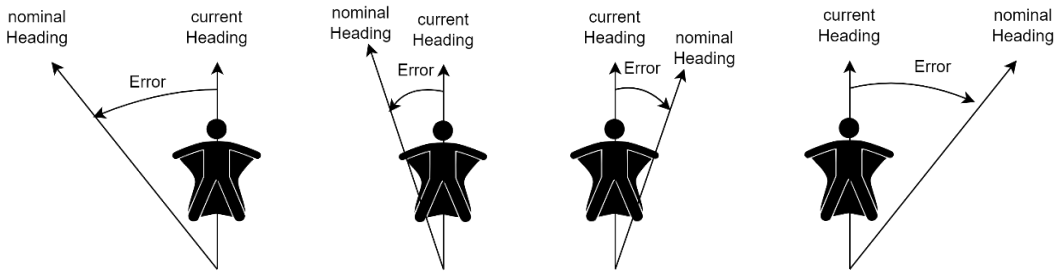


In this example, the wingsuiters heading is north, while the nominal heading is more towards the west. This will result in a negative error angle. The chirp will thus be going downwards in frequency.

Example Audio Files

There are four audio files provided with this documentation. They correspond to the following 4 pictures in order from left to right:

- High negative error
- Low negative error
- Low positive error
- High positive error



Note: If there is no error at all, there will just be a minimum duration beep in the center frequency.

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If you have any suggestions on how to improve this code or how to improve this documentation, do not hesitate to send me a message to:
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