

Parametri da impostare per la simulazione

Simulate x

Simulate As Satellite 1 (Blue) Satellite 2 (Red)

Opponent No Opponent

Maximum Time (s)

Initial Position	X	Y	Z	AttX	AttY	AttZ
Satellite 1	<input type="text" value="0"/>	<input type="text" value="0,75"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="1"/>	<input type="text" value="0"/>
Satellite 2	<input type="text" value="0"/>	<input type="text" value="-0,5"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="-1"/>	<input type="text" value="0"/>

Free Mode

Sphere 1

pX: 0.000 **pY:** 0.609 **pZ:** 0.000

vX: -0.000 **vY:** -0.052 **vZ:** 0.000

nX: 0.005 **nY:** 1.000 **nZ:** 0.003

wX: -0.003 **wY:** -0.001 **wZ:** 0.001

Fuel: 100% **Score:** 0.000

6 s

Sphere 2

pX: 0.001 **pY:** -0.503 **pZ:** 0.002

vX: 0.000 **vY:** -0.000 **vZ:** 0.000

nX: 0.029 **nY:** -1.000 **nZ:** 0.003

wX: -0.003 **wY:** -0.002 **wZ:** -0.001

Fuel: 100% **Score:** 0.000

Coordinate di BLUE e posizione di BLUE dopo 6 sec

Tasto per eliminare lo sfondo stellato

||
x1
x2
x4
x10
↺
🔍
🔍
🖨
download data

Sphere 1

pX: 0.001 **pY:** -0.107 **pZ:** 0.001

vX: 0.000 **vY:** -0.003 **vZ:** 0.000

nX: -0.000 **nY:** 1.000 **nZ:** 0.004

wX: 0.000 **wY:** -0.000 **wZ:** -0.001

Fuel: 100% **Score:** 0.000

39 s

Sphere 2

pX: 0.001 **pY:** -0.503 **pZ:** 0.002

vX: 0.000 **vY:** -0.000 **vZ:** 0.000

nX: 0.022 **nY:** -1.000 **nZ:** 0.012

wX: 0.002 **wY:** 0.001 **wZ:** 0.002

Fuel: 100% **Score:** 0.000

BLUE è quasi fermo in (0, -1, 0) componenti della velocità pari a zero

Effetto del DEBUG a console

```

[Sphere 1, 32.0s, DBG]: <DBG 0>: dist= 0.013 posiz=- 0.001 -0.087 -0.000
[Sphere 1, 33.0s, DBG]: <DBG 1>: dist= 0.011 posiz=- 0.000 -0.089 0.001
[Sphere 1, 34.0s, DBG]: <DBG 2>: dist= 0.007 posiz= 0.001 -0.093 -0.000
[Sphere 1, 35.0s, DBG]: <DBG 3>: dist= 0.005 posiz= 0.002 -0.095 -0.002
[Sphere 1, 36.0s, DBG]: <DBG 4>: dist= 0.001 posiz= 0.001 -0.099 0.000
[Sphere 1, 37.0s, DBG]: <DBG 5>: dist= 0.001 posiz=- 0.001 -0.101 -0.000
        
```