GT: segnalazioni dal GAME

DBG: segnalazioni scritte da programma

Sphere 1, 0.0s, GT: Playing game without Debris Hit Penalty.

Sphere 2, 0.0s, GT: Playing game without Debris Hit Penalty.

Sphere 1, 0.0s, GT: Debris initialization sent.

Sphere 1, 0.0s, DBG: i= 0 radius= 0.030 posDebris= -0.371 +0.544 +0.000

Sphere 1, 0.0s, DBG: i= 1 radius= 0.030 posDebris= -0.264 +0.470 +0.000

Sphere 1, 0.0s, DBG: i= 2 radius= 0.030 posDebris= +0.057 +0.510 +0.000

Sphere 1, 0.0s, DBG: i= 3 radius= 0.030 posDebris= +0.455 +0.518 +0.000

Sphere 1, 0.0s, DBG: i= 4 radius= 0.045 posDebris= -0.523 +0.329 +0.000

Sphere 1, 0.0s, DBG: i= 5 radius= 0.045 posDebris= -0.108 +0.275 +0.000

Sphere 1, 0.0s, DBG: i= 6 radius= 0.045 posDebris= +0.166 +0.301 +0.000

Sphere 1, 0.0s, DBG: i= 7 radius= 0.045 posDebris= +0.553 +0.312 +0.000

Sphere 1, 0.0s, DBG: i= 8 radius= 0.090 posDebris= -0.294 +0.102 +0.000

Sphere 1, 0.0s, DBG: i= 9 radius= 0.090 posDebris= -0.007 +0.092 +0.000

Sphere 1, 0.0s, DBG: i= 10 radius= 0.090 posDebris= +0.384 +0.092 +0.000

Sphere 1, 0.0s, DBG: dist= 0.902 pos= +0.000 +0.750 -0.001 v-k-R=N N N fuel-sco-heal= 1.000 +0.000 100

Sphere 1, 1.0s, DBG: dist= 0.895 pos= -0.001 +0.743 -0.001 v-k-R=N N N fuel-sco-heal= 0.993 +0.000 100

Sphere 1, 2.0s, DBG: dist= 0.879 pos= +0.001 +0.727 +0.001 v-k-R=N N N fuel-sco-heal= 0.987 +0.000 100

Sphere 1, 3.0s, DBG: dist= 0.856 pos= -0.001 +0.704 +0.002 v-k-R=N N N fuel-sco-heal= 0.980 +0.000 100

Sphere 1, 4.0s, DBG: dist= 0.822 pos= +0.002 +0.671 -0.001 v-k-R=N N N fuel-sco-heal= 0.973 +0.000 100

Sphere 1, 5.0s, GT: DEBRIS HIT PENALTY! `0` thruster damage sustained!

Sphere 1, 5.0s, DBG: dist= 0.781 pos= +0.000 +0.630 -0.000 v-k-R=N N N fuel-sco-heal= 0.967 +0.000 100

Sphere 1, 6.0s, DBG: dist= 0.731 pos= +0.000 +0.579 -0.000 v-k-R=N N N fuel-sco-heal= 0.960 +0.000 100

Sphere 1, 7.0s, DBG: dist= 0.674 pos= +0.000 +0.522 +0.001 v-k-R=N N N fuel-sco-heal= 0.954 +0.000 100

Sphere 1, 8.0s, DBG: dist= 0.613 pos= -0.001 +0.462 -0.000 v-k-R=N N N fuel-sco-heal= 0.952 +0.000 100

Sphere 1, 9.0s, DBG: dist= 0.553 pos= +0.000 +0.401 -0.000 v-k-R=N N N fuel-sco-heal= 0.952 +0.000 100

Sphere 1, 10.0s, GT: DEBRIS HIT PENALTY! `0` thruster damage sustained!

Sphere 1, 10.0s, DBG: dist= 0.492 pos= +0.000 +0.341 -0.001 v-k-R=N N N fuel-sco-heal= 0.950 +0.000 100

Sphere 1, 11.0s, GT: DEBRIS HIT PENALTY! 0 thruster damage sustained!

Sphere 1, 11.0s, DBG: dist= 0.438 pos= +0.003 +0.286 -0.001 v-k-R=N N N fuel-sco-heal= 0.947 +0.000 100

Sphere 1, 12.0s, DBG: dist= 0.387 pos= +0.003 +0.236 -0.002 v-k-R=N N N fuel-sco-heal= 0.944 +0.000 100

Sphere 1, 13.0s, DBG: dist= 0.343 pos= +0.003 +0.191 -0.001 v-k-R=N N N fuel-sco-heal= 0.940 +0.000 100

Sphere 1, 14.0s, DBG: dist= 0.300 pos= +0.002 +0.148 -0.001 v-k-R=N N N fuel-sco-heal= 0.937 +0.000 100

Sphere 1, 15.0s, DBG: dist= 0.262 pos= +0.002 +0.111 -0.001 v-k-R=N N N fuel-sco-heal= 0.934 +0.000 100

Sphere 1, 16.0s, DBG: dist= 0.227 pos= +0.000 +0.075 +0.001 v-k-R=N N N fuel-sco-heal= 0.931 +0.000 100

Sphere 1, 17.0s, DBG: dist= 0.196 pos= -0.001 +0.045 +0.002 v-k-R=N N N fuel-sco-heal= 0.927 +0.000 100

Sphere 1, 18.0s, DBG: dist= 0.170 pos= -0.002 +0.018 +0.002 v-k-R=N N N fuel-**sco**-heal= 0.925 **+0.000** 100

Sphere 1, 19.0s, GT: PHASE 1 complete in 19 seconds! Debris area passed (but debris IS still present). 3.417 points gained!

Sphere 1, 19.0s, DBG: dist= 0.146 pos= -0.000 -0.005 +0.000 v-k-R=N N N fuel-**sco**-heal= 0.922 +3.417 100

Sphere 1, 20.0s, DBG: dist= 0.124 pos= +0.001 -0.027 +0.000 v-k-R=N N N fuel-sco-heal= 0.920 +3.417 100

Sphere 1, 21.0s, DBG: dist= 0.108 pos= -0.000 -0.044 +0.001 v-k-R=N N N fuel-sco-heal= 0.918 +3.417 100

Sphere 1, 22.0s, DBG: dist= 0.090 pos= +0.001 -0.062 +0.000 v-k-R=N N N fuel-sco-heal= 0.916 +3.417 100

Sphere 1, 23.0s, DBG: dist= 0.077 pos= +0.001 -0.075 +0.000 v-k-R=N N N fuel-sco-heal= 0.914 +3.417 100

Sphere 1, 24.0s, DBG: dist= 0.064 pos= -0.001 -0.087 +0.000 v-k-R=N N N fuel-sco-heal= 0.913 +3.417 100

Sphere 1, 25.0s, DBG: dist= 0.055 pos= -0.001 -0.097 -0.000 v-k-R=N N N fuel-sco-heal= 0.912 +3.417 100

Sphere 1, 26.0s, DBG: dist= 0.047 pos= -0.001 -0.105 -0.002 v-k-R=N N N fuel-sco-heal= 0.910 +3.417 100

Sphere 1, 27.0s, DBG: dist= 0.039 pos= -0.001 -0.113 -0.001 v-k-R=N N N fuel-sco-heal= 0.910 +3.417 100

Sphere 1, 28.0s, DBG: dist= 0.033 pos= +0.001 -0.119 -0.001 v-k-R=N N N fuel-sco-heal= 0.909 +3.417 100

Sphere 1, 29.0s, DBG: dist= 0.026 pos= +0.000 -0.125 -0.000 v-k-R=N N N fuel-sco-heal= 0.908 +3.417 100

Sphere 1, 30.0s, DBG: dist= 0.021 pos= -0.000 -0.130 +0.001 v-k-R=N N N fuel-sco-heal= 0.907 +3.417 100

Sphere 1, 31.0s, DBG: dist= 0.016 pos= +0.001 -0.135 +0.001 v-k-R=N N N fuel-sco-heal= 0.907 +3.417 100

Sphere 1, 32.0s, DBG: dist= 0.014 pos= +0.001 -0.138 +0.002 v-k-R=N N N fuel-sco-heal= 0.906 +3.417 100

Sphere 1, 33.0s, DBG: dist= 0.012 pos= +0.000 -0.140 +0.002 **v-k-R=N N N** fuel-sco-heal= 0.906 +3.417 100

Sphere 1, 34.0s, GT: Rendezvous NOT ready; separation too large (0.449).

Sphere 1, 34.0s, DBG: **dist= 0.010** pos= +0.001 -0.142 +0.000 **v-k-R=S** N N fuel-sco-heal= 0.906 +3.417 100

Sphere 1, 35.0s, GT: Rendezvous NOT ready; separation too large (0.444).

Sphere 1, 35.0s, DBG: dist= 0.007 pos= -0.000 -0.145 +0.001 v-k-R=S N N fuel-sco-heal= 0.906 +3.417 100

Sphere 1, 36.0s, GT: Rendezvous NOT ready; separation too large (0.441).
Sphere 1, 36.0s, DBG: dist= 0.006 pos= -0.000 -0.146 +0.002 v-k-R=S N N fuel-sco-heal= 0.905 +3.417 100
Sphere 1, 37.0s, GT: Rendezvous NOT ready; separation too large (0.434).
Sphere 1, 37.0s, DBG: dist= 0.004 pos= -0.000 -0.148 +0.002 v-k-R=S N N fuel-sco-heal= 0.905 +3.417 100
Sphere 1, 38.0s, GT: Rendezvous NOT ready; separation too large (0.430).
Sphere 1, 38.0s, DBG: dist= 0.003 pos= -0.001 -0.150 +0.003 v-k-R=S N N fuel-sco-heal= 0.905 +3.417 100
Sphere 1, 39.0s, GT: Rendezvous NOT ready; separation too large (0.426).
Sphere 1, 39.0s, DBG: dist= 0.003 pos= -0.002 -0.152 +0.002 v-k-R=S N N fuel-sco-heal= 0.904 +3.417 100
Sphere 1, 40.0s, GT: Rendezvous NOT ready; separation too large (0.420).
Sphere 1, 40.0s, DBG: dist= 0.002 pos= +0.001 -0.151 +0.002 v-k-R=S N N fuel-sco-heal= 0.904 +3.417 100
Sphere 1, 41.0s, GT: Rendezvous NOT ready; separation too large (0.414).
Sphere 1, 41.0s, DBG: dist= 0.002 pos= +0.002 -0.153 +0.001 v-k-R=S N N fuel-sco-heal= 0.904 +3.417 100
Sphere 1, 42.0s, GT: Rendezvous NOT ready; separation too large (0.409).
Sphere 1, 42.0s, DBG: dist= 0.001 pos= +0.001 -0.152 +0.001 v-k-R=S N N fuel-sco-heal= 0.904 +3.417 100
Sphere 1, 43.0s, GT: Rendezvous NOT ready; separation too large (0.401).
Sphere 1, 43.0s, DBG: dist= 0.003 pos= -0.000 -0.155 +0.001 v-k-R=S N N fuel-sco-heal= 0.904 +3.417 100
Sphere 1, 44.0s, GT: Rendezvous NOT ready; separation too large (0.396).
Sphere 1, 44.0s, DBG: dist= 0.004 pos= -0.001 -0.155 +0.001 v-k-R=S N N fuel-sco-heal= 0.904 +3.417 100
Sphere 1, 45.0s, GT: Rendezvous NOT ready; separation too large (0.389).
Sphere 1, 45.0s, DBG: dist= 0.005 pos= -0.002 -0.155 +0.002 v-k-R=S N N fuel-sco-heal= 0.904 +3.417 100

Sphere 1, 46.0s, GT: Rendezvous NOT ready; **separation too large (0.381).**
Sphere 1, 46.0s, DBG: **dist= 0.003** pos= -0.001 -0.154 +0.001 v-k-R=S N N fuel-sco-heal= 0.904 +3.417 100

Sphere 1, 47.0s, GT: Rendezvous NOT ready; ==not pointing at target== (0.9169347)!
Sphere 1, 47.0s, DBG: **dist= 0.003** pos= -0.001 -0.154 +0.001 v-k-R=S N N fuel-sco-heal= 0.904 +3.417 100

Sphere 1, 48.0s, GT: Rendezvous NOT ready; not pointing at target (0.9346594)!
Sphere 1, 48.0s, DBG: dist= 0.002 pos= -0.001 -0.154 +0.000 v-k-R=S N N fuel-sco-heal= 0.904 +3.417 100
Sphere 1, 49.0s, GT: Rendezvous NOT ready; not pointing at target (0.9476882)!
Sphere 1, 49.0s, DBG: dist= 0.003 pos= -0.000 -0.154 +0.000 v-k-R=S N N fuel-sco-heal= 0.904 +3.417 100

Sphere 1, 50.0s, GT: Rendezvous NOT ready; not pointing at target (0.9606681)!

Sphere 1, 50.0s, DBG: dist= 0.005 pos= -0.001 -0.156 +0.000 v-k-R=S N N fuel-sco-heal= 0.904 +3.417 100

Sphere 1, 51.0s, GT: Rendezvous NOT ready; not pointing at target (0.9754491)!

Sphere 1, 51.0s, DBG: dist= 0.004 pos= -0.001 -0.156 +0.001 v-k-R=S N N fuel-sco-heal= 0.904 +3.417 100

Sphere 1, 52.0s, GT: Rendezvous NOT ready; not pointing at target (0.9839686)!

Sphere 1, 52.0s, DBG: dist= 0.003 pos= -0.000 -0.155 +0.001 v-k-R=S N N fuel-sco-heal= 0.904 +3.417 100

Sphere 1, 53.0s, GT: Rendezvous NOT ready; not pointing at target (0.9919538)!

Sphere 1, 53.0s, DBG: dist= 0.005 pos= -0.000 -0.156 +0.001 v-k-R=S N N fuel-sco-heal= 0.904 +3.417 100

Sphere 1, 54.0s, GT: Rendezvous NOT ready; not pointing at target (0.9979975)!

Sphere 1, 54.0s, DBG: dist= 0.005 pos= +0.000 -0.156 +0.000 v-k-R=S N N fuel-**sco**-heal= 0.904 **+3.417** 100

Sphere 1, 55.0s, GT: Rendezvous complete! Bonus points awarded: 2.451

Sphere 1, 55.0s, DBG: dist= 0.004 pos= +0.000 -0.156 +0.000 v-k-R=S S N fuel-**sco**-heal= 0.904 **+5.868** 100

Sphere 2, 56.0s, GT: Received Rendezvous Complete message. **Stopping motion.**

Sphere 1, 56.0s, GT: PHASE 2 complete in 37 seconds! Rendezvous function called, **target will stop**. 3.458 points gained!

Sphere 1, 56.0s, DBG: dist= 0.004 pos= -0.001 -0.156 +0.001 v-k-R=S S S fuel-**sco**-heal= 0.904 **+9.326** 100

Sphere 1, 57.0s, GT: Rendezvous NOT ready; not pointing at target (0.9954552)!

Sphere 1, 57.0s, DBG: dist= 0.005 pos= +0.002 -0.156 +0.001 v-k-R=S S S fuel-sco-heal= 0.904 +9.326 100

Sphere 1, 58.0s, GT: Rendezvous NOT ready; not pointing at target (0.9942854)!

Sphere 1, 58.0s, DBG: dist= 0.003 pos= +0.001 -0.155 -0.000 v-k-R=S S S fuel-sco-heal= 0.904 +9.326 100

Sphere 1, 59.0s, GT: Rendezvous NOT ready; not pointing at target (0.9905591)!

Sphere 1, 59.0s, DBG: dist= 0.005 pos= +0.000 -0.156 +0.002 v-k-R=S S S fuel-sco-heal= 0.904 +9.326 100