BODY ANGLES VALID AT PIP TIME
SAVED DURING READ
LET INTERPRETER SET POSE
INTPRET * COME HERE VIA AVE EXIT

PROVIDE A STABLE
UN FOR THE END
OF THE TERMINAL PHASE.

SPVQUIT DEC .019405 # 1000/2 VS

TIX,1 VLOAD * IF V-VQUIT POS, BRANCH
CM/POSE2
CM/POSE2 OLDUYA # SAME UYA IN OLDUYA
STORE UYA/2 # OTHERWISE CONTINUE TO USE OLDUYA
STORE OLDUYA # REF COORDS
UXA/2
VXV VCOMP

# RESTORE, OR SAVE AS CASE MAY BE.

# FINISH OBTAINING TRAJECTORY TRIAD.
# NOISE WON'T OVFL

TLOAD EXIT * ANGLES IN MPAC IN THE ORDER
# -( (ROLL, BETA, ALFA) /180)/2
# THESE VALUES CORRECT AT PIPUP TIME.

6D

# BASIC SUBROUTINE TO UPDATE ATTITUDE ANGLES
INHINT

# MUST REMAIN INHINTED UNTIL UPDATE OF BODY
# ANGLES, SO THAT GAMDISFW IS VALID FIRST PASS
# INDICATOR.

MASK BIT11 # GAMDISFW=94D BIT11 INITLY=0
EXTEND # DON'T CALC GAMA DOT UNTIL HAVE FORMD
# ONE DIFFERENCE.
BZF DOGAMDOT # IS OK, GO ON.
ADS CM/FLAGS # KNOW BIT IS 0
TC NOGAMDOT # SET GAMDOT = 0
DOGAMDOT CS L
AD GAMA # DEL GAMA/360= T GAMDOT/360
NOGAMDOT CA ZERO # COME HERE INHINTED  
TS EBANK  
EBANK= EXTEND  
PHSNAME5  
  # THIS ASSUMES THAT THE TC PHASCHNG  
DCA REPOSADR  
# IS NOT CHANGED IN OCT 10035  
DXCH PHSNAME5  
CA EBAOG  
TS EBANK  
  # IGNORE GAMDOT IF LEQ .5 DEG/SEC  
  # SET GAMDOT=+0 AS TAG IF TOO SMALL  
  # COME HERE INHINTED  
  # CORRECT FOR OVFL IF ANY  
  # GET INCR SINCE PIPUP  
  # ONLY SINGLE OVFL POSSIBLE.  
  # GET (ALFA EUL/180) /2  
  # SAME AS FOR ROLL. NEEDED FOR EXT  
EXTEND  
BZMF +3  
  # RE-STARTS COME HERE  
NOGAMDOT CA ZERO  
TC CORANGOV  
SU ROLL/PIP  
AD ROLL/180  
CS MPAC +2  
DOUBLE  
  # CAN’T TC DANZIG AFTER PHASCHNG.  
  # RETURN FROM CM/ATUP.  
REDOPOSE EXTEND  
DCA TEMPROLL  
DXCH ROLL/180  
TC INTPRET  
CM/POSE3 VLOAD ABVAL  
VN # 2(-7) M/CS  
STORE VMAGI  
  # FOR DISPLAY ON CALL.  
  # ENDEXIT, STARTENT, OR SCALEPOPE  
GOTOPOSEXIT  
  INDEX A  
CA LIMITS  
ADS L  
TC Q  
  # COSTS 2 MCT TO USE. SEE ANGOVCOR.  
-KVSSCALE 2DEC -.81491944 # -12800/(2 VS .3048)  
TCDU DEC .1 # TCDU = .1 SEC.  
EBANK= AOG  
REPOSADR 2CADR REDOPOSE