

Mission Control: Flight Programming Worksheet

Rocket Name: Default data 00009

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Launch Site: Arcadia, CA USA

Date: Tuesday, December 15, 2009

Comments: This is the default data from MCv3 build 00009

Filename: Default data 00009.msc

Flight Parameters					
Acceleration Threshold	<input type="text" value="2.3"/>	G	Landing Threshold	<input type="text" value="1.6"/>	m/s
Pressure Ceiling	<input type="text" value="100.0"/>	m	Falling Threshold	<input type="text" value="50.0"/>	m/s
Pressure Floor	<input type="text" value="200.1"/>	m	Pressure Ceiling2	<input type="text" value="299.9"/>	m
Pressure Apogee	<input type="text" value="5.0"/>	m	Minimum Battery Voltage	<input type="text" value="8.0"/>	V

Channels				
<input checked="" type="checkbox"/> Fire AIR	<input type="text" value="0.500"/>	s from event state	<input type="text" value="1"/>	<input type="checkbox"/> latch
<input checked="" type="checkbox"/> Fire PEAK	<input type="text"/>	s from event state	<input type="text" value="3"/>	<input type="checkbox"/> latch
<input checked="" type="checkbox"/> Fire FLOOR	<input type="text"/>	s from event state	<input type="text" value="5"/>	<input type="checkbox"/> latch
<input type="checkbox"/> Fire AUX	<input type="text"/>	s from event state	<input type="text"/>	<input type="checkbox"/> latch

Selftest Checks	
<input checked="" type="checkbox"/> Show Version	<input type="checkbox"/> Confirm AIR continuity
<input checked="" type="checkbox"/> Check Battery	<input checked="" type="checkbox"/> Confirm PEAK continuity
<input checked="" type="checkbox"/> Check Altimeter	<input type="checkbox"/> Confirm FLOOR continuity
<input checked="" type="checkbox"/> Check Accelerometer	<input type="checkbox"/> Confirm AUX continuity
<input type="checkbox"/> Confirm AUX Open	<input checked="" type="checkbox"/> Blink Altitude

State Descriptions

State 0	Launch detect
State 1	Burnout detect, Fire AIR channel
State 2	Acceleration apogee, mach delay
State 3	Barrometric apogee, Fire PEAK channel
State 4	4 second delay to shake out the drogue
State 5	Floor or Falling detect, Fire FLOOR channel
State 6	Landing detect
State 7	idle

	0	1	2	3	4	5	6	7
ACC > threshold	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ACC < zero	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
VEL > high limit	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
VEL < low limit	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
VEL < zero	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ALT > ceiling	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ALT < apogee	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ALT < floor	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
AUX channel open	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
AUX channel closed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Skip on Timeout	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Alt > Ceiling2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Alt < Ceiling2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Skip on NOT Timeout	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
timeout		10.00	30.00	4.00	400.00	600.00	5.00	