

- F1 = Cloudbase flag
- F2 = Is screen white out operative (1 = yes, 0 = no)
- F3 = Flag to indicate requirement to print horizon if descending out of cloud.
- F8 = Flag to indicate middle of convective period
- F9 = Flag to inhibit printing of new Met. Forecast if randomiser changes weather during middle of game.
- G1 = Temporary X-coordinate
- G2 = Temporary Y-coordinate
- G3 = Diagonal distance to thermal
- G4 = Sine of angle from datum
- G5 = Angle of thermal from datum
- G6 = Angle of thermal from course line of sailplane
- J1 = Position left and right on screen (Values 0-60)
- J2 = Position of horizon on screen (0-9)
- J3 = Distance from cloud
- J4 = Left limit of screen
- J5 = Right limit of screen
- M1 = Time taken in current go (up to one hour)
- P1 = Number of players (1 to 3)
- Q1 = Start flag
- Q2 = Turn flag
- Q3 = Finish flag
- Q4 = Relaunch flag
- T1-T5 = Temporary stores
- T6 = Launch time
- U1 = X-coordinate of first turnpoint
- U2 = Y-coordinate of first turnpoint
- U3 = X-coordinate of second turnpoint
- U4 = Y-coordinate of second turnpoint
- V1 = Variometer
- Z = Cloud print location store
- Z2 = Total energy height change value
- Z3 = Value for thermal lift before allowance is made for height above ground and height above or below vertical centroid of thermal.

ALL USED IN
 PRINTING
 CLOUDS ON
 SCREEN

USED IN CLOUD
 PRINT ROUTINE



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