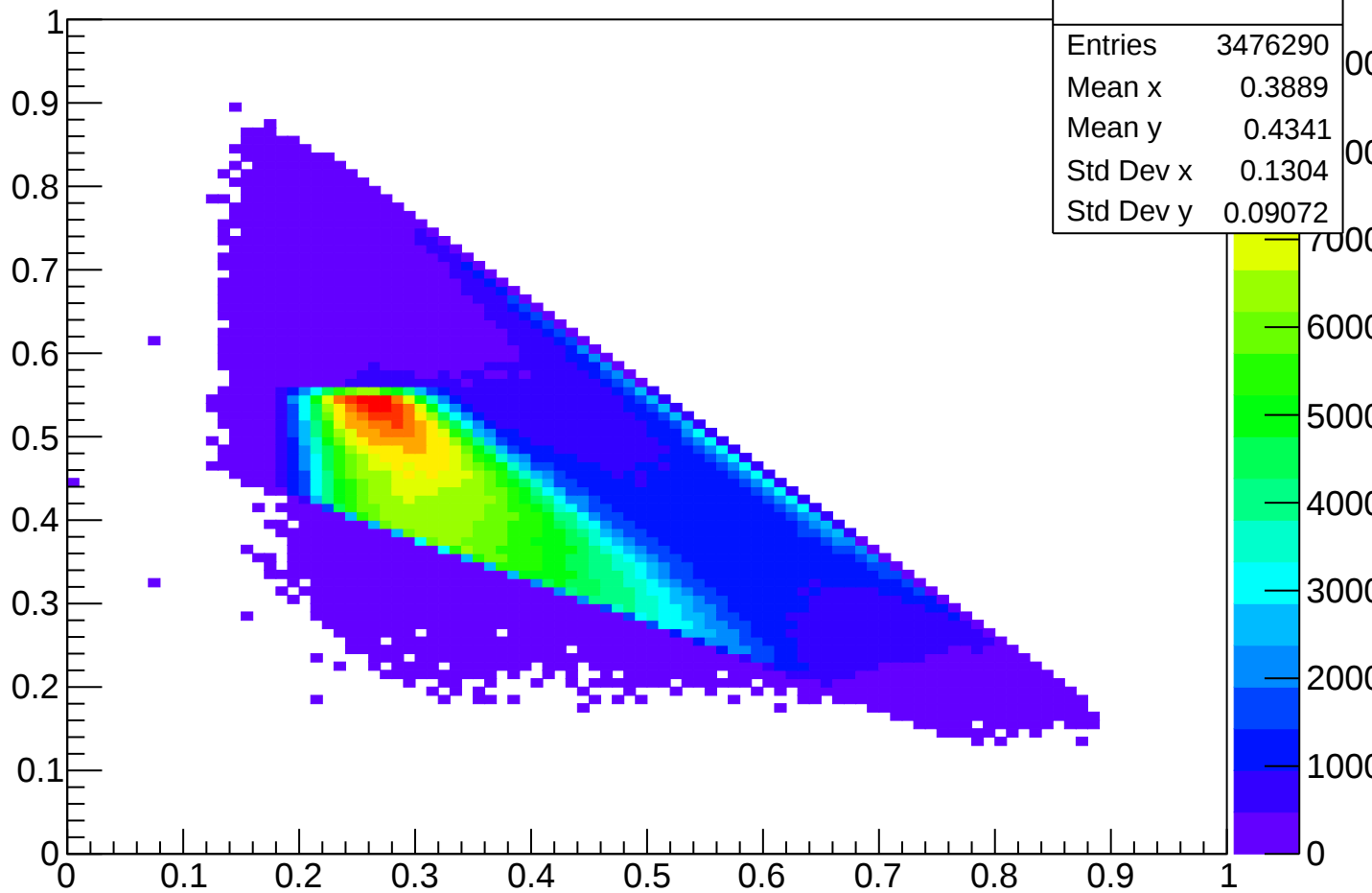
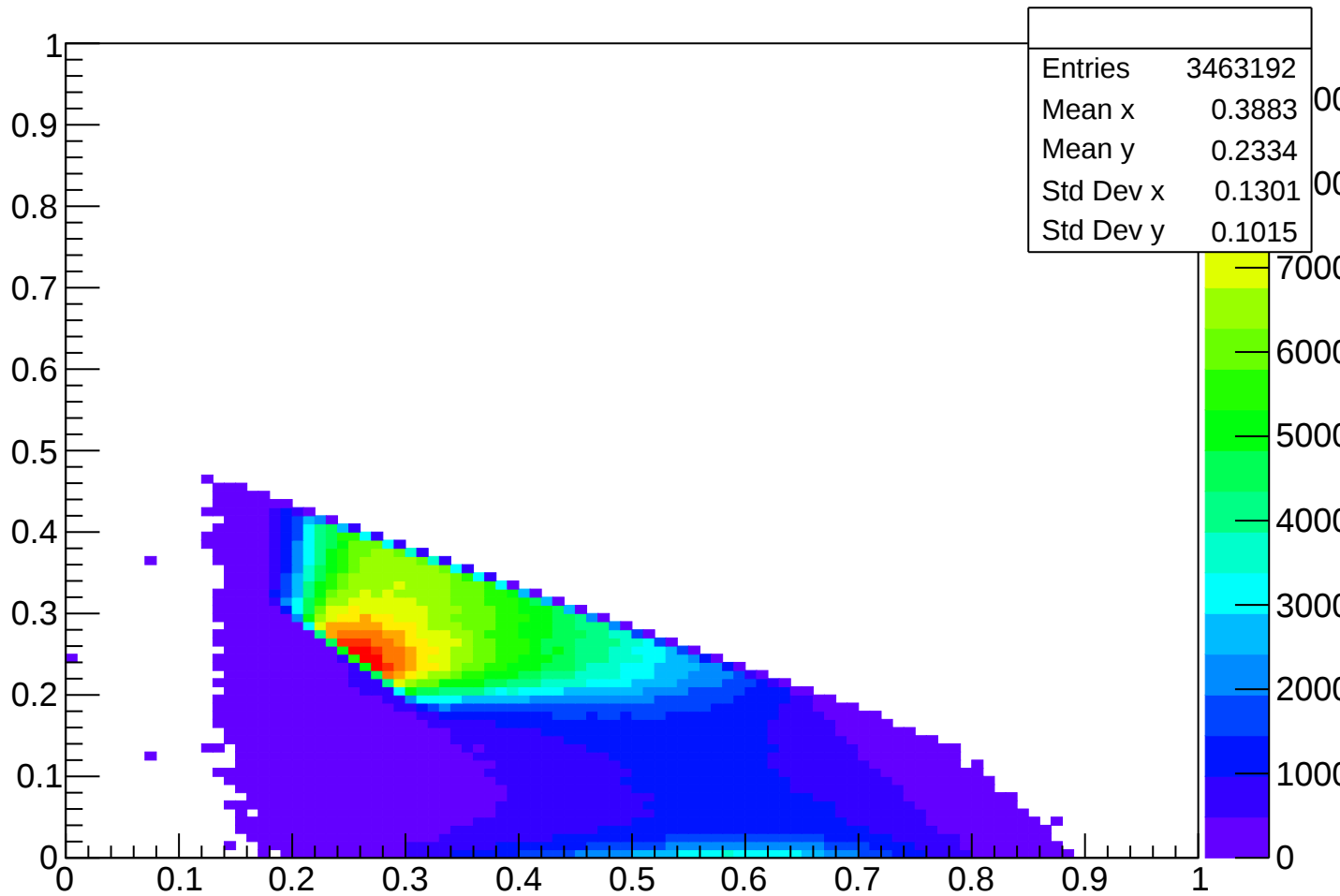


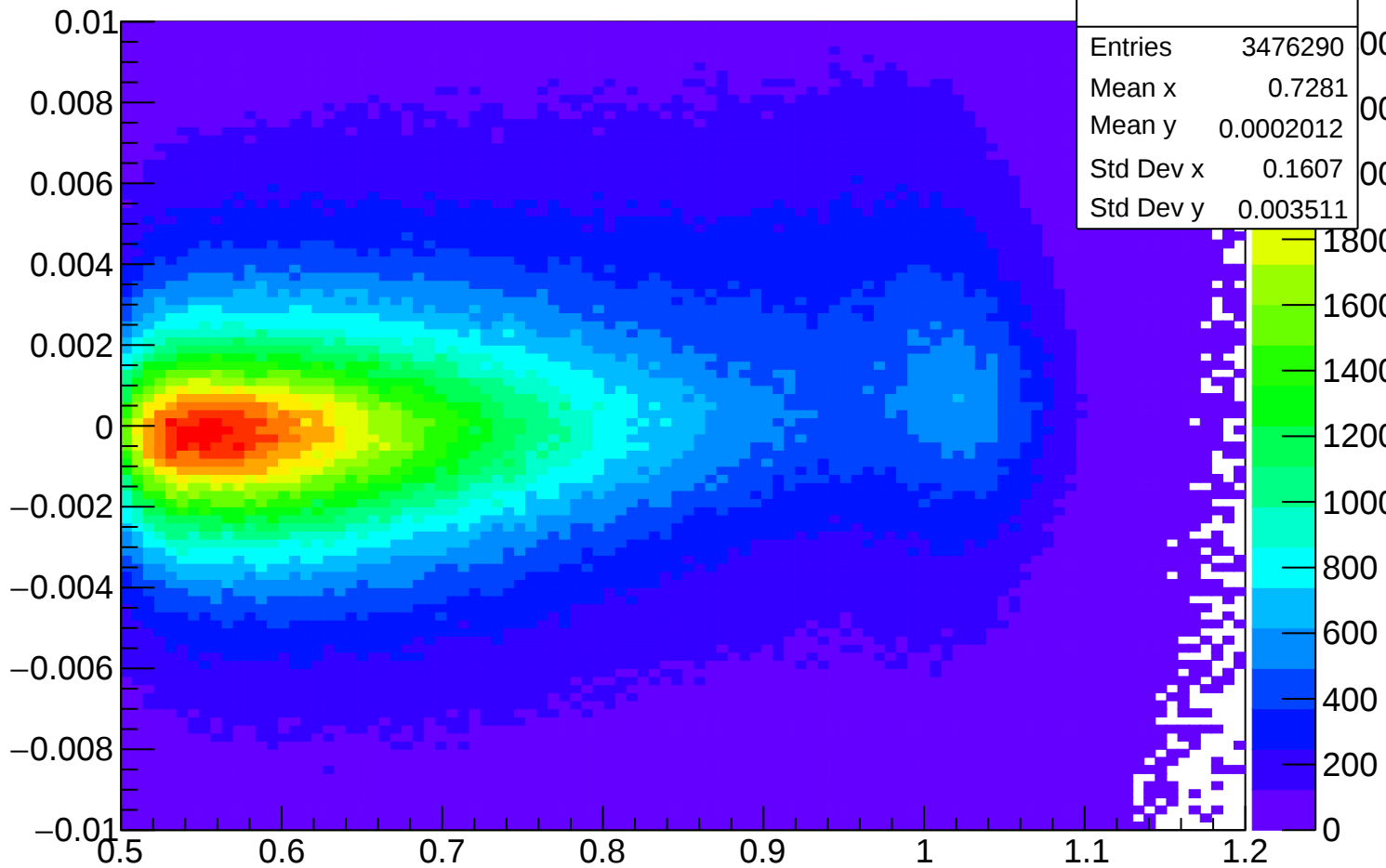
triEle1P:triPosP {triEle1P>0}



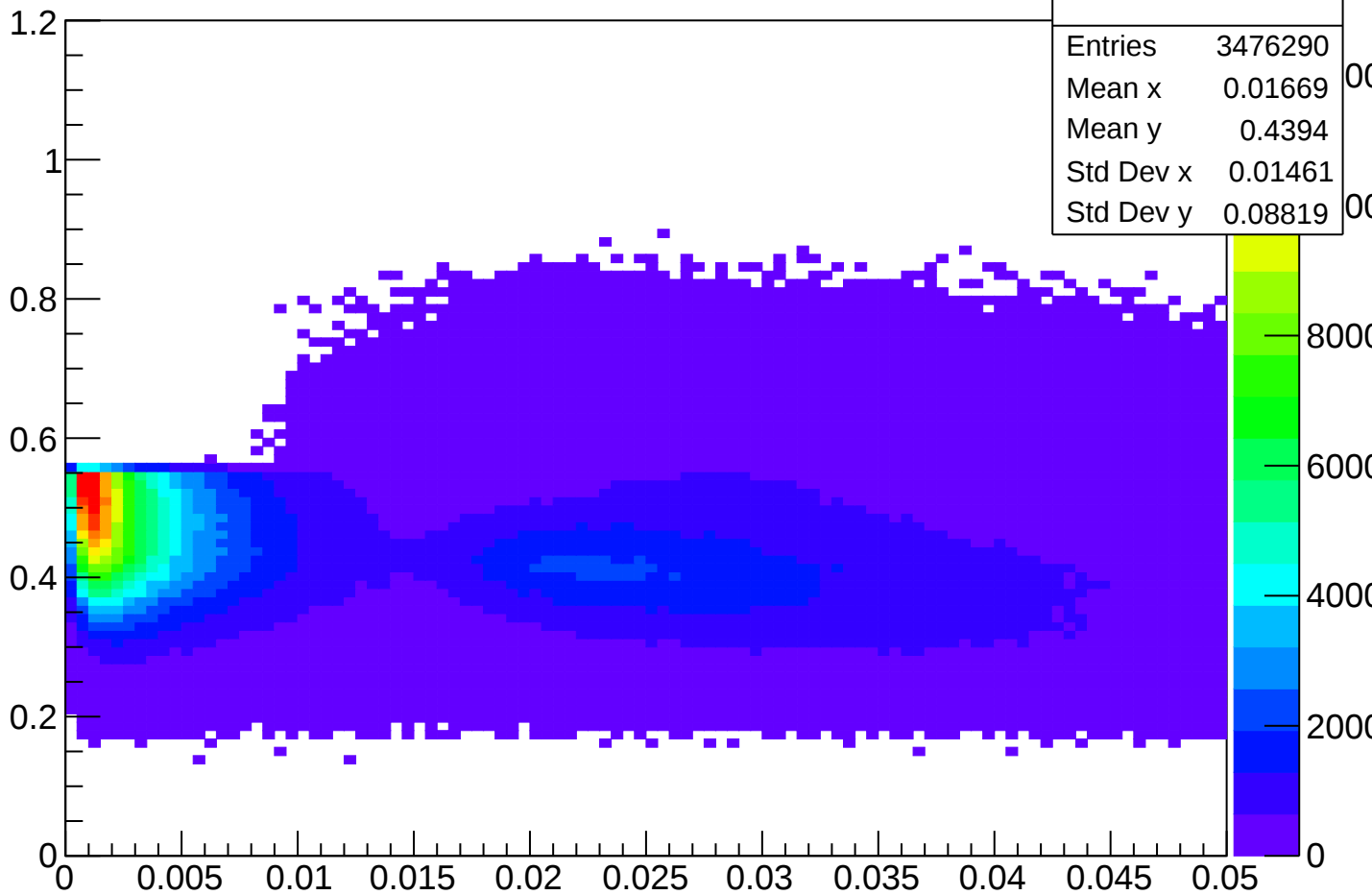
triEle2P:triPosP {triEle2P>0}



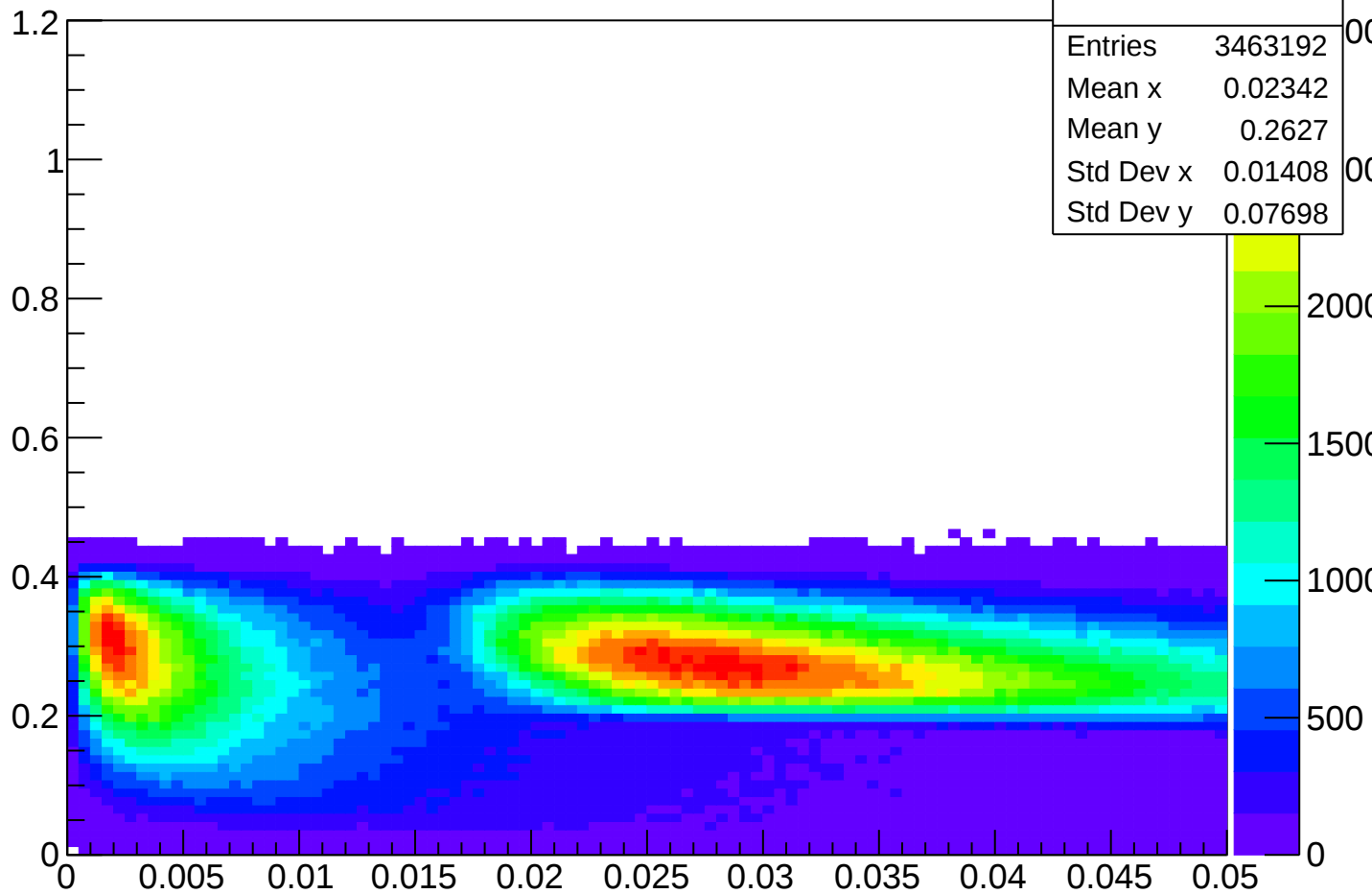
sign(posPY)*tarPY:tarP



triEle1P:atan2(sqrt(triEle1PX**2+triEle1PY**2),triEle1PZ) {triEle1P>0}



triEle2P:atan2(sqrt(triEle2PX**2+triEle2PY**2),triEle2PZ) {triEle2P>0}



triPosP:atan2(sqrt(triPosPX**2+triPosPY**2),triPosPZ) {triPosP>0}

