

Mirror Radius 59

Rs/Rm 0.50
screen radius 36.81

Y offset 24

X offset 8

Top Angle 70

Bottom Angle 110

Ray Offset, inches 0.25

converge at x feet 0

(enter zero for infinite)

Store current screen points

Convergence angle 0.000
(degrees) 0.000

FOV 40

fov up -20

fov down 20

Eye height above floor 48

Top of mirror from center -5.257

bottom of mirror from center -37.833

Eye to top of mirror -18.743

Eye to bottom of mirror 13.833

floor to top of mirror 64.743

floor to bottom of mirror 32.167

floor to center of mirror 70

Horiz FOV 120

Edge Margin 3

Sheet width 51.53

Sheet Length 156.09

% Stretch 1.50

13.00712169

METRIC MEASUREMENTS

Mirror Radius 1.50

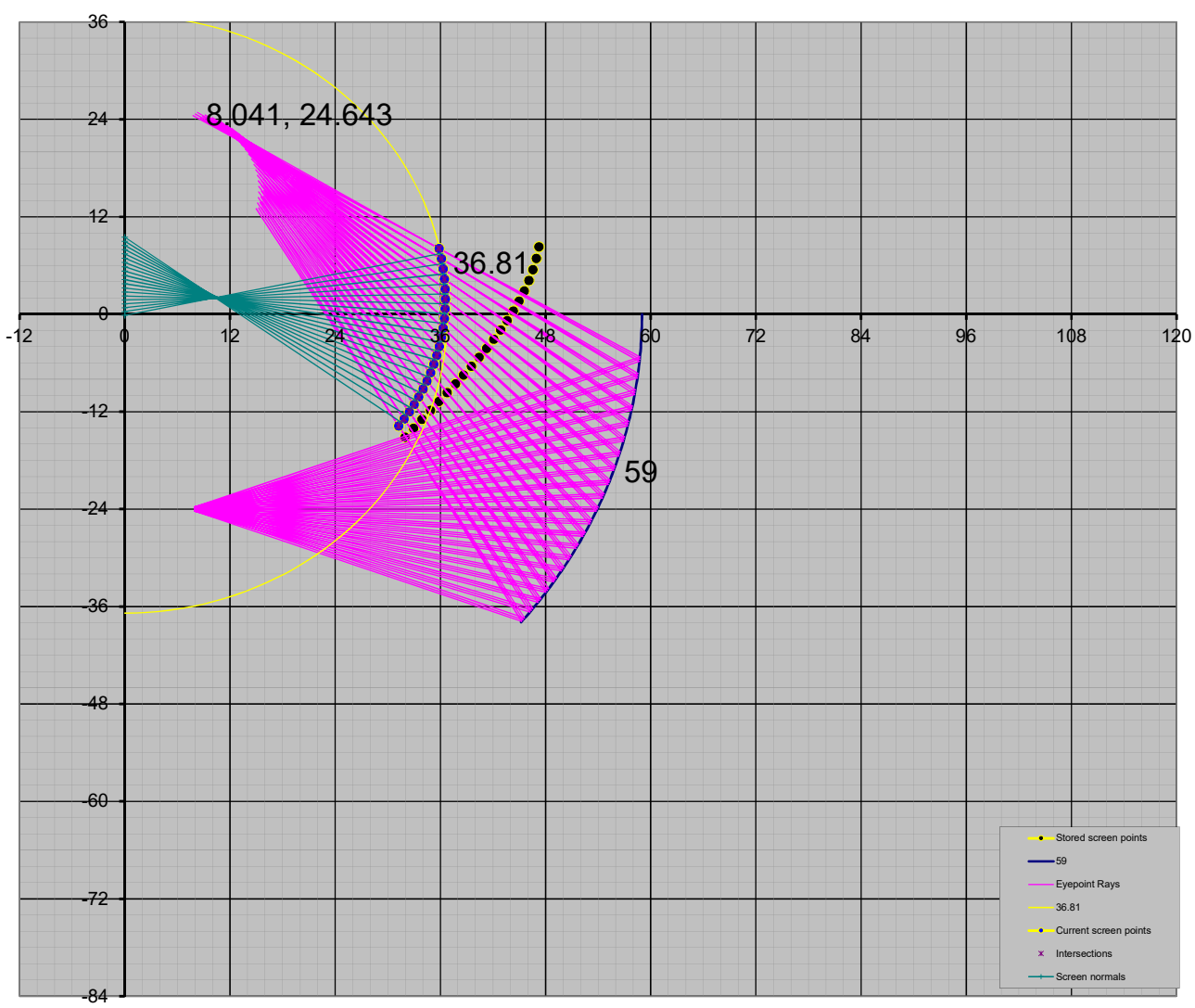
Screen Radius 0.93

Y Offset 0.61

X Offset 0.20

Sheet width 1.31

Sheet Length 3.96



-23.744415	78	1.3613568	8.000	-23.744	eyepoint	intersect angle:	25.056	0.32498	1.6863331	1.0197806	0.4354789	-0.77854068	31.5423711
			57.499	-13.223	mirror intersect	0.44	24.95	18.6198	96.619769	58.429126	24.951105		
			10.945	23.022	end of reflected ray								

5.91379
5.76091
6.17821
6.02856
6.38024
6.23413
6.52101
6.37868
6.60185
6.46351