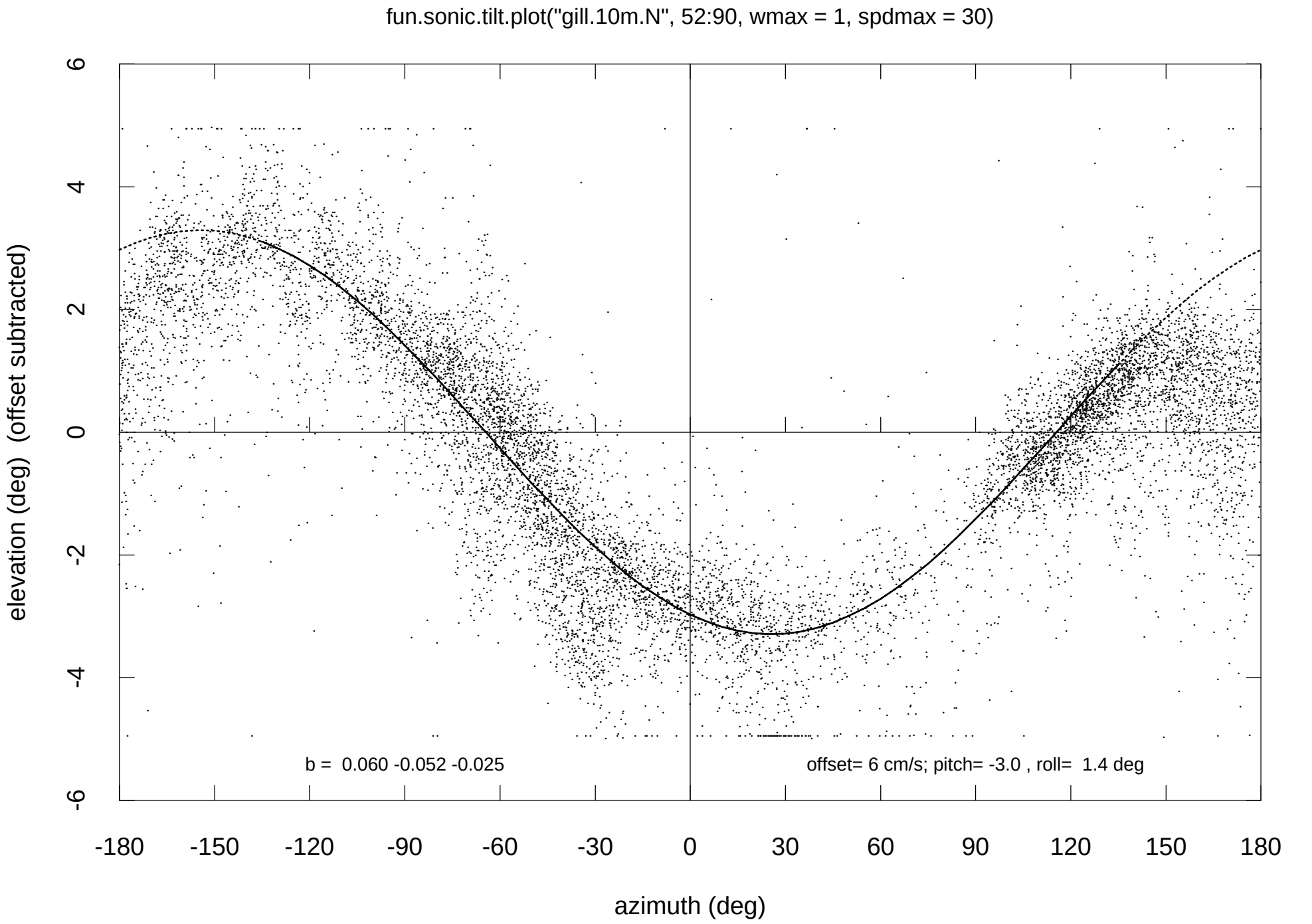
fun.sonic.tilt.plot("gill.10m.N", 52:90, wmax = 1, spdmax = 30)
elevation (deg) (offset subtracted)
6
4
2
0
-2
-4
-6
-180
-150
-120
-90
-60
-30
0
30
60
90
120
150
180
azimuth (deg)
b = 0.060 -0.052 -0.025
offset= 6 cm/s; pitch= -3.0 , roll= 1.4 deg
Tue Sep 26 16:36:35 GMT 1995