

# Introduction of Show Track

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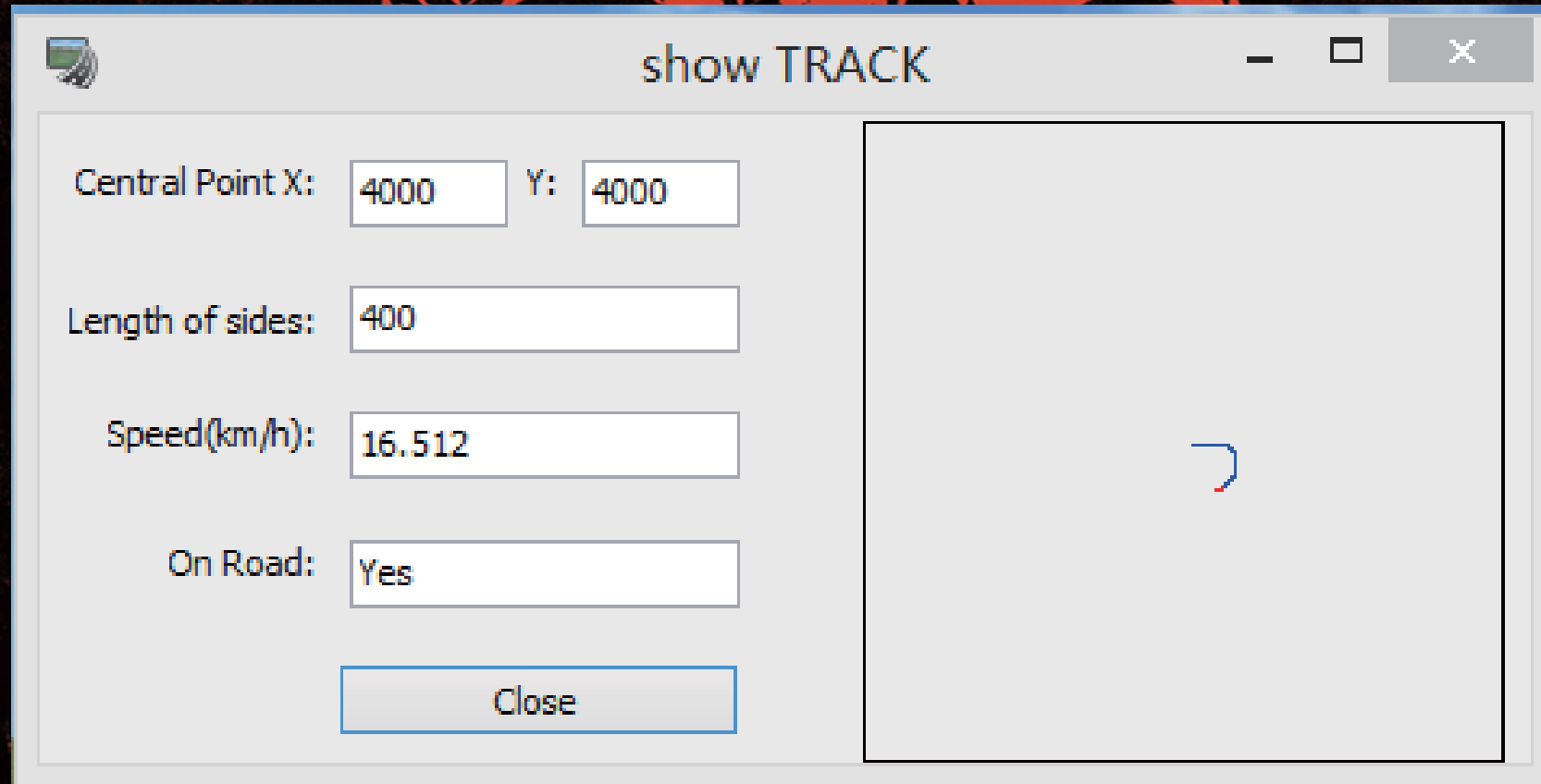
# The idea

When we use the driving model, we often see in first person view. So the direction is changing while we drive. I wonder why we can just make a map to show the track and even those people have a bad sense of direction can see their driving track and know where they should go.

# What we can improve later

1. To read the road and show it on the map, so we can build a GPS on the UC-win .
2. Load a track and let the vehicle follow the track automatically.

# Interface



The image shows a software window titled "show TRACK" with a standard Windows-style title bar (minimize, maximize, close buttons). The window contains several input fields and a button:

- Central Point X:  Y:
- Length of sides:
- Speed(km/h):
- On Road:
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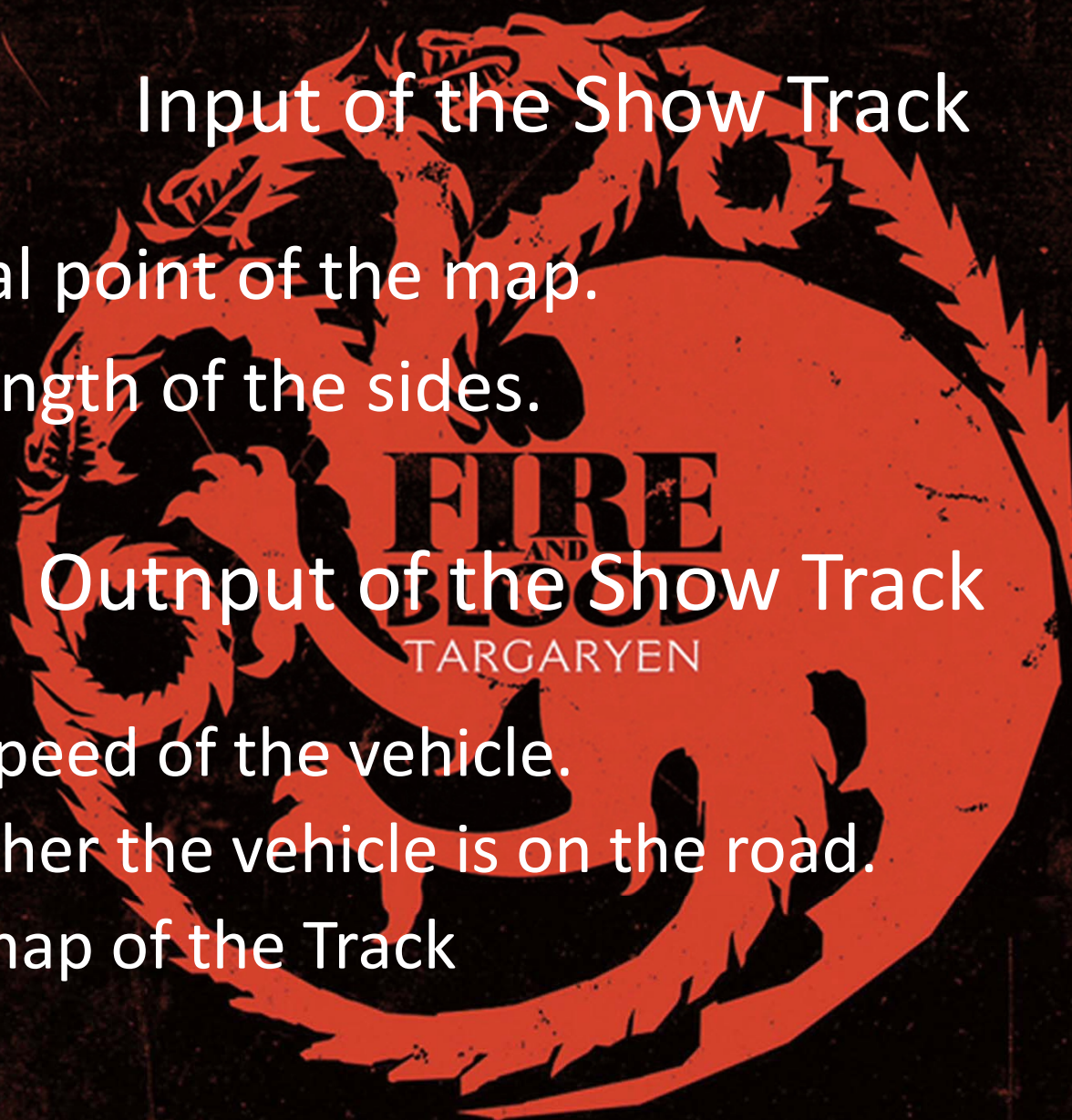
On the right side of the window, there is a large empty rectangular area, likely a plot or display area, which currently shows a small blue and red line segment.

## Input of the Show Track

- Central point of the map.
- The length of the sides.

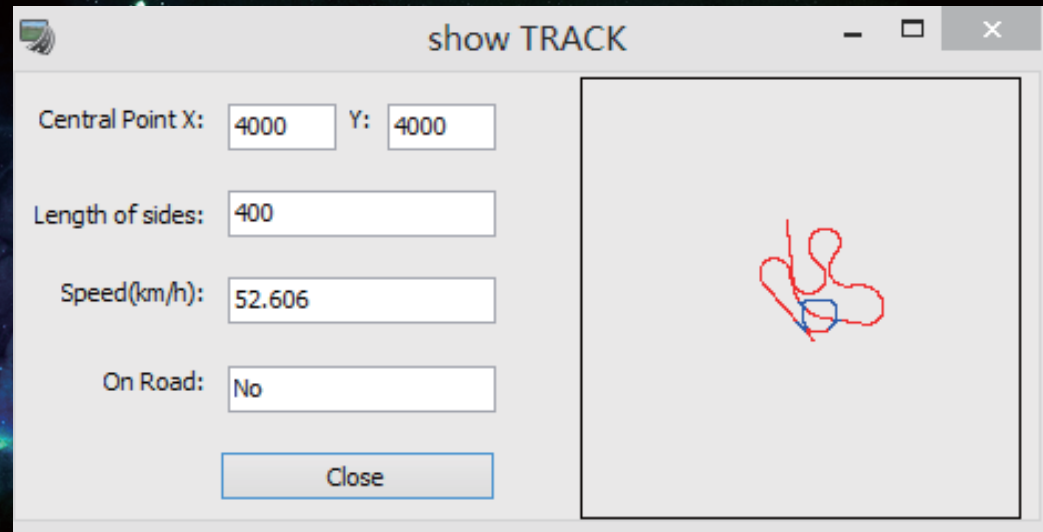
## Output of the Show Track

- The speed of the vehicle.
- Whether the vehicle is on the road.
- The map of the Track



# Two colors for the user friendly

- If the vehicle is on the road, color of the track would be blue while if it's not on the road, the track would be red to show warning.



A cosmic background featuring a vibrant nebula with blue and green hues, set against a dark starry sky. A dark, irregular shape is visible in the lower center, possibly representing a planet or a shadow. The text "The end" is centered in a white serif font.

The end