Landscape Block Circle Algorithm : Algorithim Part R_S to R_f

*$R_1$is set to R_s

- Equations 1 to 4 described at Method_Alg_P1.htm Blocks per Ring
  Eqn 1: $\beta = 2*\arctan(W_f/(2*R_1))$
  Eqn 2: $\delta = 2*\arctan(W_m/(2*(R_1 + D_m)))$
  Eqn 3: $\varepsilon = \text{maximum}(\beta,\delta)$
  Eqn 4: floor($B_r = 360/ \varepsilon$) ... blocks per circle ring if ε is in degrees and floor is the maximun integer less than $360/ \varepsilon$
- Equations 5 to 11 described at :Equations 5 to 11 building rings out
  EQN 5: $R_3 = R_1 + D_1$
  EQN 6: $R_4 = \sqrt{(R_3^2+(W_1/2)^2)}$
  EQN 7: $\eta = \arccos(1-W_1^2/(2\bullet(R_4^2))$
  EQN 8: $\theta = 360 / B_r$ 360 degrees by blocks in a circle ring
  EQN 9: $\kappa = \theta - \eta$
  EQN 10: $G = \sqrt{(2\bullet R_4^2(1-\cos(\kappa)))}$
  EQN :11 $R_5 = \sqrt{(R_4^2-(G/2)^2)}$
- Equations 12 to 14 described at :Equations 12 to 14 Marking out the Outer Ring
  EQN :12 $R_6 = \sqrt{(R_1^2-(W_f/2)^2)}$
  EQN :13 $C_u = \text{floor}(B_r/2+.51)$
  EQN 14: $C_{h(n)} = \sqrt{(2\bullet R_6^2(1-\cos(\theta)))}$ for(n =1 to C_u)