

bearing calculation off of your heading

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Hi,

I'm trying to calculate the bearing of a waypoint off of the direction of my travel. So I'm guessing that you would first need two positions of yourself referenced to time or some sort of Lat Long vector to first figure out your heading, before you could calculate the bearing to the waypoint. I'm hoping to find a formula that outputs in 360 degrees and has Lat and Lon inputs. Has anyone heard of such a formula?

Thanks,
Thomas Magma