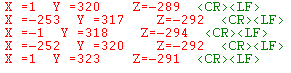
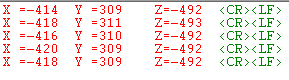
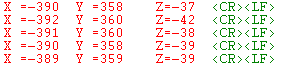
X pointing approximate geographic north



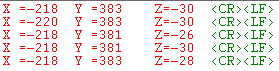
X pointing approximate geographic east



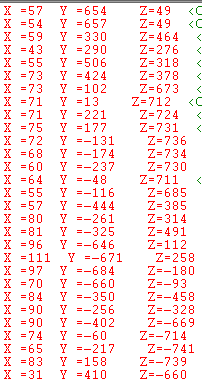
X pointing approximate geographics south



X pointing approximate geographic west



Rotating around the X axis



int play=0;

for(play=0;play<7;play++)

{

in\_buffM[play]=ByteRead(MAGNET,MR\_REG\_M+play);

}

X\_Mag=(in\_buffM[1] << 8) + in\_buffM[2];

Y\_Mag=(in\_buffM[3] << 8) + in\_buffM[4];

Z\_Mag=(in\_buffM[5] << 8) + in\_buffM[6];

Rotating around the Y axis

