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

