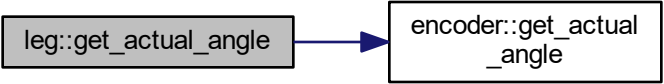


leg::get_actual_angle



```
graph LR; A[leg::get_actual_angle] --> B[encoder::get_actual_angle]
```

A diagram showing a call from the function `leg::get_actual_angle` to the function `encoder::get_actual_angle`. The first box is shaded gray and the second is white. A blue arrow points from the right side of the first box to the left side of the second box.

encoder::get_actual
_angle