Angles in degrees. Matrix will be formed from each
Rx => rotation ZY
Ry => rotation ZX
Rz => rotation XY

```
<layer>
  <ladder   ID="0"
        positionX="0.00"    positionY="0.00"    positionZ="0.00"
        rotationZY="0.00"   rotationZX="0.0"    rotationXY="0.0"
        [redacted]
        />
  <sensitive    ID="0"
        [redacted]
        sizeX="21.2"        sizeY="10.6"        thickness="0.05"
        npixelX="1152"      npixelY="576"
        [redacted]
        rotation1="1.0"     rotation2="0.0"
        rotation3="0.0"     rotation4="1.0"
        radLength="93.660734"
        />
</layer>
```

Ri

resolution="0.0045"

This is used as input for all fitters apart from GBL

Final rotation matrix from local to global is as such:
Rf = Ry*Rx*Rz*Ri