Math support for moveRZ()

Step 1 : Calculate c

$$c = \sqrt{r^2 + z^2}$$ // pythagorean theory

Step 2 : Calculate angle C

$$\begin{cases} c^2 = a^2 + b^2 - 2ab \cos C \\ a = b = 81 \end{cases}$$ // cosine rule

$$\Rightarrow \cos C = \frac{2 \cdot 81^2 - c^2}{2 \cdot 81^2}$$

$$C = \cos^{-1}\left(1 - \frac{c^2}{2 \cdot 81^2}\right)$$ // radians

$$C = \cos^{-1}\left(1 - \frac{c^2}{2 \cdot 81^2}\right) \cdot (180/\pi)$$ // degrees

Step 3 : Calculate angle B

$$B = (180 - C) / 2$$

Step 4 : Calculate angle BK

$$K = \operatorname{atan}\left(\frac{r}{z}\right)$$

$$\text{angle BK} = B + K$$

Step 5 : Calculate W

$$\text{angle W} = 180° - C - (B + K)$$