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```
function newCoords = rotate(oldCoords, yaw, pitch, roll)
    % Yaw rotates about z axis
    % Pitch rotates about y axis,
    % Roll rotates about x axis
    % Angles taken in degrees

    pitch = pi*(pitch/180);
    yaw = pi*(yaw/180);
    roll = pi*(roll/180);

    rotateMatrix = [
        cos(yaw)*cos(pitch), cos(yaw)*sin(pitch)*sin(roll)
    - sin(yaw)*cos(roll), cos(yaw)*sin(pitch)*cos(roll) +
    sin(yaw)*sin(roll);
        sin(yaw)*cos(pitch), sin(yaw)*sin(pitch)*sin(roll)
    + cos(yaw)*cos(roll), sin(yaw)*sin(pitch)*cos(roll) -
    cos(yaw)*sin(roll);
        -sin(pitch)          , cos(pitch)*sin(roll)
        , cos(pitch)*cos(roll)
    ];

    newCoords = rotateMatrix*oldCoords;
end
```

Not enough input arguments.

Error in rotate (line 7)  
pitch = pi\*(pitch/180);

*Published with MATLAB® R2021a*