CMPS12

- char m_pitch
- char m_roll
- float m_yaw
- float m_yaw_raw

+ CMPS12()
+ ~CMPS12()
+ void init()
+ void update()
+ void setFilteredYaw
(float yaw)
+ float getYaw()
+ float getYawRaw()
+ int getPitch()
+ int getRoll()
- void calibration()