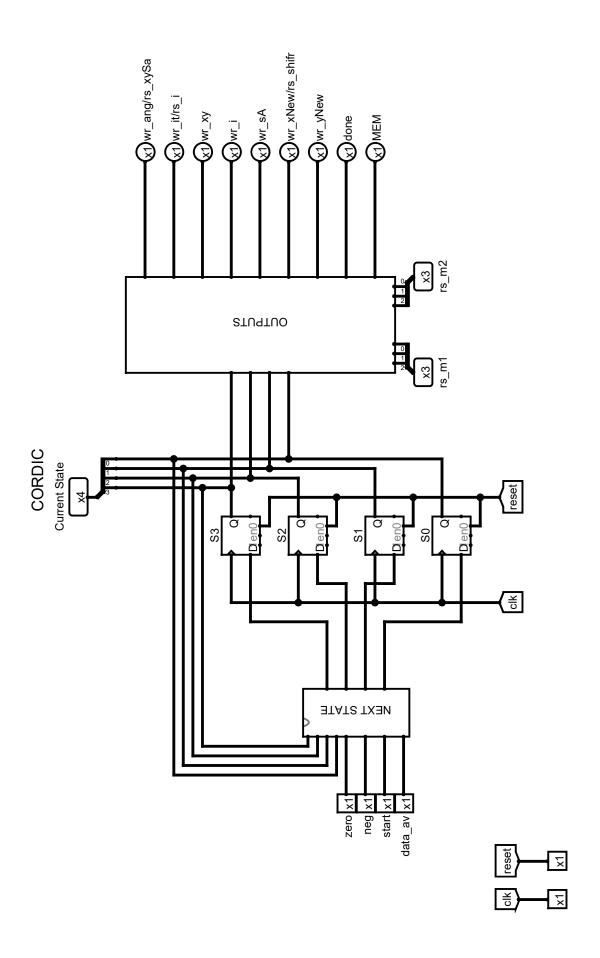
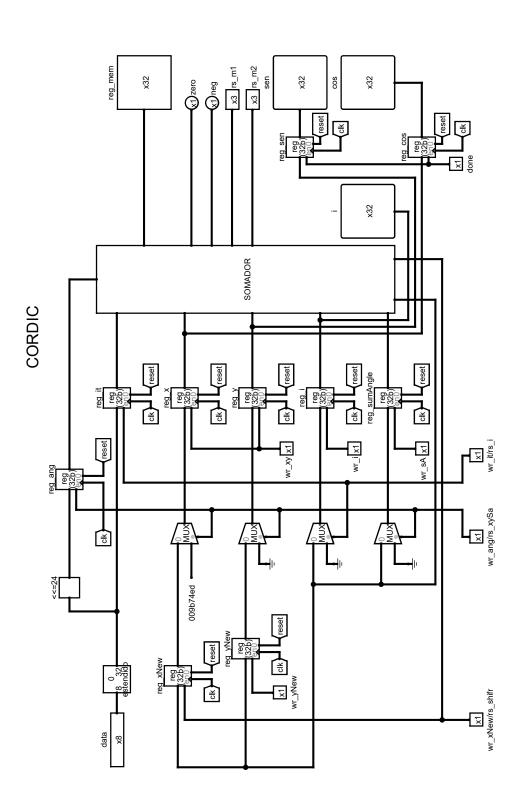
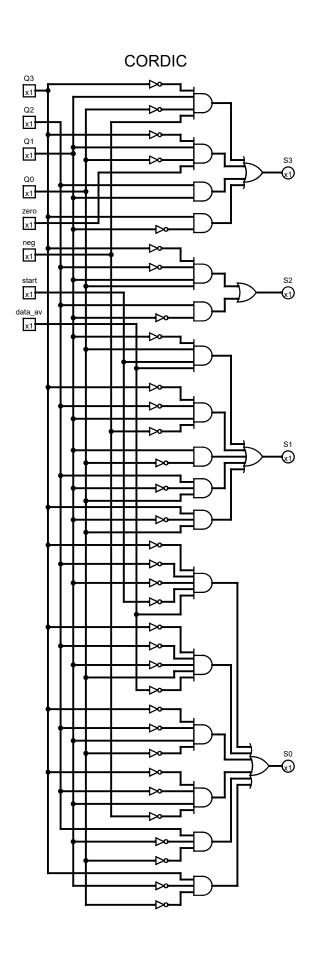


cordic data x32 angle <<= 24









CORDIC

