

```
#define REV2_DEG 3.27418092638254e-10
void DecodeUIntToDouble(double& outV, UInt32 msw, UInt32 lsw)
{
    SInt32 s_msw = static_cast<SInt32>(msw);
    SInt32 s_lsw = static_cast<SInt32>(lsw);

    double v1 = (double)s_msw * POW2_32;

    double v2 = (double)s_lsw;
    if (v2 < 0) v2 += POW2_32;
    double v3 = v1 + v2;
    outV = v3 * REV2_DEG;
}
```