```
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4
5  public class TestMultiplication : MonoBehaviour
6  {
7      public GameObject cube1;
8      public float OrbitAxisX = 0;
9      public float OrbitAxisY = 0;
10     public float OrbitAxisZ = 2;
11     public float OrbitAxis2X = 0;
12     public float OrbitAxis2Y = 2;
13     public float OrbitAxis2Z = 0;
14     public float t = 0;
15     // Start is called before the first frame update
16     void Start()
17     {
18
19     }
20
21     // Update is called once per frame
22     void Update()
23
24     {
25
26         t += Time.deltaTime;
27
28         MyQuaternion q = new MyQuaternion(0, new MyVector3(OrbitAxisX,
             OrbitAxisY, OrbitAxisZ));
29
30         q.PrintStats();
31
32         MyQuaternion r = new MyQuaternion(t, new MyVector3(OrbitAxis2X,
             OrbitAxis2Y, OrbitAxis2Z));
33
34         MyQuaternion d = r*q.Inverse();
35
36         Debug.Log(d.ToUnityQuaternion());
37
38         cube1.transform.position = new MyVector3(d.x, d.y, d.z).ToUnityVector
             ();
39
40
41
42         // MyQuaternion slerped = MyQuaternion.SLERP(q, r, t);
43     }
44 }
45
```