## THIS HAS THE CALCULATIONS FOR TRIANGULATION

LATIONS FOR INIANGO				
			Label	
Point x	3	}	Origx	
Point y	2		Origy	
Angle Of Light	225		Orig<	
Angle of Light (radians)	3.926990817	•		
Cosine	-0.707106781		Cos(Orig<)	
Sine	-0.707106781		Sine(Orig<)	
Angle Movement			Move<	
Angle Movement (radians	5.497787144	ļ		
Cosine	0.707106781		Cos(Move<)	
Sine	-0.707106781		Sine(Move<)	
Distance	10	)	Distance	
New point x	3	•		
New Point y	-8	}		
Angle 2 Light	210		MoveLight<	
new location				
Calc'd x	10.07106781		MoveX	<pre>= Origx + (Distance * Cos(Move&lt;))</pre>
Calc'd Y	-5.071067812		MoveY	= Origy + (Distance * Sine(Move<))
ForFirstLight			TriLight<	= ABS(Move< - Orig<)
-				
Calc'd First	1		Sine(TriLight<)	
ForSecond Light Delta			TriSecDelta<	= ABS(MoveLight< - Orig<)
- <del>-</del>			TriSec<	= 90 - TriSecDelta<
For Second in Radians	1.308996939			
Third Angle	15	i	TriThird<	= 180 - ( TriSec< + TriLight< )
	0.261799388	}		,
Angle	0.258819045	1	5 Sine(TriThird<)	
loved/SineThirdAngle	38.63703305	i	SineLawThird	= Distance / Sine(TriThird<)
	38.63703305	i	TriOppLen	= SineLawThird * Sine(TriLight<)
on x	20.07106781		LightPosX	= MoveX + (TriOppLen * Cos(TriSec<))
У	32.24944026	j	LightPosY	= MoveY + (TriOppLen * Sine(TriSec<))
	Point y Angle Of Light Angle of Light (radians) Cosine Sine  Angle Movement Angle Movement (radians Cosine Sine  Distance  New point x New Point y Angle 2 Light  new location Calc'd x Calc'd Y  ForFirstLight ForFirstLight Radians Calc'd First  ForSecondLightDelta ForTriangle_Second For Second in Radians Third Angle Third Angle Radians Angle Ioved/SineThirdAngle	Point y Angle Of Light 225 Angle of Light (radians) 3.926990817 Cosine -0.707106781 Sine -0.707106781  Angle Movement 315 Angle Movement (radians 5.497787144 Cosine 0.707106781 Sine -0.707106781  Distance 10  New point x New Point y Angle 2 Light 210  new location Calc'd x 10.07106781  For First Light 90 For First Light 90 For Second Light Delta 15 For Second In Radians 1.308996939  Third Angle 15 Third Angle 38.63703305  Son x 20.07106781	Point y 2 Angle Of Light 225 Angle of Light (radians) 3.926990817 Cosine -0.707106781 Sine -0.707106781  Angle Movement 315 Angle Movement (radians 5.497787144 Cosine 0.707106781 Sine -0.707106781  Distance 10  New point x 3 New Point y -8 Angle 2 Light 210  new location Calc'd x 10.07106781  CorFirstLight 90 ForFirstLight 90 ForFirstLight Radians 1.570796327 Calc'd First 1  ForSecond LightDelta 15 if this is >= 90 then error 75 For Second in Radians 1.308996939  Third Angle 15 Third Angle 15 Third Angle Radians 0.261799388 Angle 0.258819045 1  Roved/SineThirdAngle 38.63703305  38.63703305  Don x 20.07106781	Point x