THIS HAS THE CALCULATIONS FOR TRIANGULATION

				Label	
	Point x	3		Origx	
	Point y	2		Origy	
Enter	Angle Of Light	225		Orig<	
	Angle of Light (radians)	3.926990817			
	Cosine	-0.707106781		Cos(Orig<)	
	Sine	-0.707106781		Sine(Orig<)	
	Angle Movement	315		Move<	
	Angle Movement (radians	5.497787144			
	Cosine	0.707106781		Cos(Move<)	
	Sine	-0.707106781		Sine(Move<)	
Enter	Distance	10		Distance	
	New point x	3			
	New Point y	-8			
Enter	Angle 2 Light	210		MoveLight<	
Calculated new location					
	Calc'd x	10.07106781		MoveX	= Origx + (Distance * Cos(Move<))
	Calc'd Y	-5.071067812		MoveY	= Origy + (Distance * Sine(Move<))
AngleCalcForFirstLight		90		TriLight<	= ABS(Move< - Orig<)
AngleCalcForFirstLight Radians		1.570796327			
Sine Angle Calc'd First		1		Sine(TriLight<)	
AngleCalcForSecondLightDelta		15	if this is >= 90 then error	TriSecDelta<	= ABS(MoveLight< - Orig<)
AngleCalcForTriangle_Second		75		TriSec<	= 90 - TriSecDelta<
AngleCalc For Second in Radians		1.308996939			
Calculated Third Angle		15		TriThird<	= 180 - (TriSec< + TriLight<)
Calculated Third Angle Radians		0.261799388			
Sine Third Angle		0.258819045	15	Sine(TriThird<)	
DistanceMoved/SineThirdAngle		38.63703305		SineLawThird	= Distance / Sine(TriThird<)
Hyptonuse		38.63703305		TriOppLen	= SineLawThird * Sine(TriLight<)
LightPosition x		20.07106781		LightPosX	= MoveX + (TriOppLen * Cos(TriSec<))
	y	32.24944026		LightPosY	= MoveY + (TriOppLen * Sine(TriSec<))