

MPUplane

```
52 int interval = 0;
53
54 float[] q = new float[4];
55 Quaternion quat = new Quaternion(1, 0, 0,
56
57 float[] gravity = new float[3];
58 float[] euler = new float[3];
59 float[] ypr = new float[3];
60
61
62 PShape plane; // 3d model
63
64 void setup() {
```

```
q:      1.0      0.0      0.0      0.0
euler:   0.076969706      0.0279184      0.08396338
ypr:     0.076969706      0.028034488      -0.08391564
ypr      0.08      0.03      -0.08
$B??????
q:      1.0      0.0      0.0      0.0
euler:   0.076969706      0.0279184      0.08396338
ypr:     0.076969706      0.028034488      -0.08391564
ypr      0.08      0.03      -0.08
$B??????
q:      1.0      0.0      0.0      0.0
euler:   0.076969706      0.0279184      0.08396338
ypr:     0.076969706      0.028034488      -0.08391564
ypr      0.08      0.03      -0.08
$B??????
```

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