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## Free |LINK| G Share Server

AsadDishinfo #Gshare #starset2000hyper #hyper Thank you for watching my video, download the software, I . . .I can can't wait to see your opinion and hope you like it! I am currently trying to raise around Â£3000 according to gshare. I found some programs where you can do this, but they are too big and I can't collect all the cost due to the price. I am very grateful for the offer. If you like my channel, I'm glad you've watched my videos. If you want to send me anything, please email me at asad.dishinfo[[@](mailto:asad.dishinfo@gmail.com)]gmail.com.



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## Free G Share Server

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= moveInDegreesPerSecond \*  
(float) (rotationOnGyrometer \*

---

```
Math.PI / 180.0f) float  
pitchOnGyrometer = Math.PI /  
180.0f; float yawOnGyrometer =  
0.0f; float  
orientationOnGyrometer =  
Quaternion.AngleAxis(0.0f,  
Vector3.Up) *  
Quaternion.AngleAxis(gyro.Yaw)  
*  
Quaternion.AngleAxis(gyro.Pitch  
+ 90.0f, Vector3.Up) *  
Quaternion.AngleAxis(gyro.Roll);
```

---

```
Quaternion rotationOnGyro = Quaternion.CreateFromYawPitchRoll(
    pitchOnGyrometer,
    yawOnGyrometer,
    orientationOnGyrometer); float
robotYaw = (float) Math.Atan2(
    Vector3.Dot(gravityVector,
    gyro.Yaw), gyro.Pitch) *
rotateToYaw; float robotPitch =
(float) Math.Atan2(Vector3.Dot(
gravityVector, gyro.Pitch), (float)
gyro.Roll) * rotateToPitch;
```

---

```
Vector3 appliedGravity = Vector
    3.Normalize(gravityVector) *
(float) rotationOnGyro.Mul(gravit
yScale); Vector3 robotVector =
    robot.transform.position -
robotPosition; return (robotYaw *
    90 - robotPitch * 90) * -1.0f +
    robotVector.Normalize() *
    appliedGravity; } public class
MyGravity : MonoBehaviour {
public GameObject gameObject;
float gravityScale; Vector3
```

---

```
gravity = Vector3.up; Vector3
gravityVector; private void
Start() { c6a93da74d
```

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