

BNO08xRptGameRV::tare
_clear

```
graph LR; A[BNO08xRptGameRV::tare_clear] --> B[BNO08xRpt::lock_sh2_HAL]; A --> C[BNO08xRpt::unlock_sh2_HAL];
```

BNO08xRpt::lock_sh2_HAL

BNO08xRpt::unlock_sh2_HAL