

```
__global__ void capMu(float* rPhi, iPhi, rD, iD, rMu, iMu)
{
    int m = blockIdx.x * MU_THREADS_PER_BLOCK + threadIdx.x;

    rMu[m] = rPhi[m]*rD[m] + iPhi[m]*iD[m];
    iMu[m] = rPhi[m]*iD[m] - iPhi[m]*rD[m];
}
```