«Robot3RRR»

-l1: float (0.13)
-l2: float (0.15)
-rb: float (0.164)
-re: float (0.04618)

__str__(self)
__repr__(self)
mgi_analytique(self, eff)
trace_rob(self, q, name)
trace_rob_game(self, q)
draw(self, screen)
segment_distance(self, p1, p2, q1, q2)
check_collision(self, q)
simulate(self)
interpolate_path(self, points, n_steps, fps)
optimize_orientation(self, pos_eff)
trace_square(self, height, n_steps, fps)
trace_circle(self, center, radius, N, n_steps, fps)
trace_trefle(self, gain, N, n_steps, fps)
trace_polygone(self, points_list, n_steps, fps)