InverseKinematicAcmeArm Class Reference
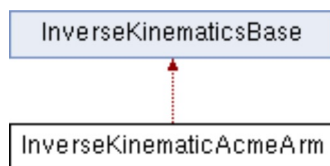
Inheritance diagram for InverseKinematicAcmeArm:

Public Member Functions

	InverseKinematicAcmeArm ()
	Constructor for Inverse Kinematics Acme Arm. More...
virtual	**~InverseKinematicAcmeArm** ()
	Destructor for Inverse Kinematics Acme Arm. More...
std::vector< JointPtr >	**computeIK** (**Coordinate**)
	Method to compute Inverse Kinematics For the Acme Arm. More...

Additional Inherited Members

▶ **Private Member Functions inherited from InverseKinematicsBase**

Constructor & Destructor Documentation

◆ InverseKinematicAcmeArm()

InverseKinematicAcmeArm::InverseKinematicAcmeArm ( )

Constructor for Inverse Kinematics Acme Arm.

Parameters

> **None.**

Returns

> None.

◆ ~InverseKinematicAcmeArm()

InverseKinematicAcmeArm::~InverseKinematicAcmeArm ( ) `virtual`

Destructor for Inverse Kinematics Acme Arm.

Parameters

> **None.**

Returns

> None.

Member Function Documentation

◆ computeIK()

std::vector< JointPtr > InverseKinematicAcmeArm::computeIK (**Coordinate** aPoint) `virtual`

Method to compute Inverse Kinematics For the Acme Arm.

Parameters

> **Coordinate.** A XYZ **Coordinate** (Meters)

Returns

> std::vector<JointPtr> The vector of corresponding joints.

Implements **InverseKinematicsBase**.

The documentation for this class was generated from the following files:

- C:/Users/ethan/source/repos/ENPM808X_Midterm-master/include/**InverseKinematics.hpp**
- C:/Users/ethan/source/repos/ENPM808X_Midterm-master/app/InverseKinematics.cpp

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