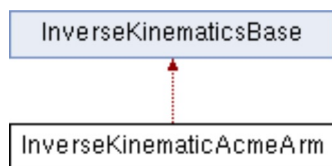


## InverseKinematicAcmeArm Class Reference

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** (Eigen::Matrix4d)

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 ( Eigen::Matrix4d Transform )

virtual

Method to compute Inverse Kinematics For the Acme Arm.

#### Parameters

**Coordinate.** A 4x4 Matrix from Eigen

#### 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/Desktop/Doxygen Environment/ENPM808X\_Midterm-master/include/[/InverseKinematics.hpp](#)
- C:/Users/ethan/Desktop/Doxygen Environment/ENPM808X\_Midterm-master/app/InverseKinematics.cpp