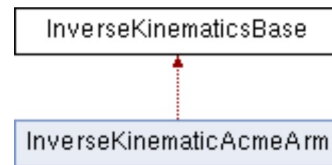


## InverseKinematicsBase Class Reference abstract

Inheritance diagram for InverseKinematicsBase:



### Public Member Functions

virtual **~InverseKinematicsBase** ()  
Virtual Destructor for the IK **Base** Class. [More...](#)

virtual std::vector< JointPtr > **computeIK** (**Coordinate**)=0  
Method to compute Inverse Kinematics. Required of all Derived Classes. [More...](#)

### Constructor & Destructor Documentation

#### ◆ ~InverseKinematicsBase()

InverseKinematicsBase::~~InverseKinematicsBase ( )

virtual

Virtual Destructor for the IK **Base** Class.

#### Parameters

**None.**

#### Returns

None.

### Member Function Documentation

#### ◆ computeIK()

```
virtual std::vector<JointPtr> InverseKinematicsBase::computeIK ( Coordinate )
```

pure virtual

Method to compute Inverse Kinematics. Required of all Derived Classes.

#### Parameters

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

#### Returns

std::vector<JointPtr> A vector of joints (From which configurations can be retrieved)

Implemented in **InverseKinematicAcmeArm**.

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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