

Assets.Resources.Objects.  
ILLAV3.DifferentialJoint.update  
ServoGoalAngleFromTargetAngle

```
graph LR; A[Assets.Resources.Objects.ILLAV3.DifferentialJoint.updateServoGoalAngleFromTargetAngle] --> B[Assets.Resources.Objects.ILLAV3.DifferentialJoint.ClampJointAngles]; A --> C[Assets.Resources.Objects.ILLAV3.DifferentialJoint.MotorAnglesFromJointAngles];
```

Assets.Resources.Objects.  
ILLAV3.DifferentialJoint.Clamp  
JointAngles

Assets.Resources.Objects.  
ILLAV3.DifferentialJoint.Motor  
AnglesFromJointAngles