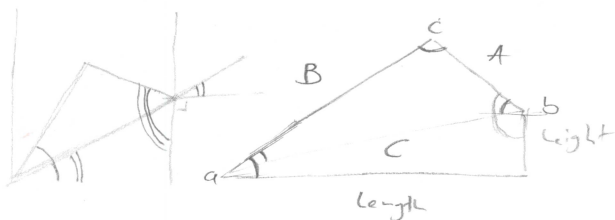


# Maintaining Constant Height while changing length



known: (A, B)

measurable: a, c, b (if any) a = angle from line B to floor; b = angle from line a to floor - interior

desired: length, height

target: C

## Law of Sines & Cosines

known: A, B

measured: a, c, b (possibly)

finding: C

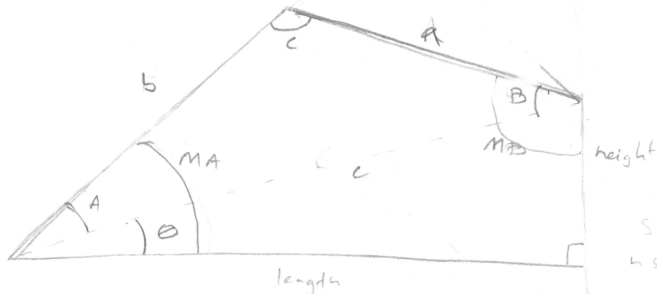
$$\frac{\sin A}{a} = \frac{\sin C}{c} \Rightarrow \frac{A}{a} = \frac{C}{c}$$

$$C = \sin C \cdot \frac{A}{\sin A}$$

Finding ~~the~~ b

$$\frac{\sin A}{a} = \frac{\sin B}{b}$$

$$b = \sin^{-1} \left( B \cdot \frac{\sin A}{a} \right)$$



$$\text{length of } C = \sqrt{\text{height}^2 + \text{length}^2} \text{ or } C = \frac{\text{height}}{\sin \theta}$$

$$\text{or } C = \frac{\text{length}}{\cos \theta}$$

$$\text{Target angle } MA = \tan^{-1} \left( \frac{\text{height}}{\text{length}} \right) + a$$

Finding Target angles:

MA given target Height & length, lengths A & B

$$MA = \theta + \alpha \quad \theta = \tan^{-1} \left( \frac{\text{height}}{\text{length}} \right)$$

$$\frac{\sin A}{a} = \frac{\sin B}{b} = \frac{\sin C}{c}$$

given target height & length,  $c = \sqrt{\text{height}^2 + \text{length}^2}$

finding angle C: SAS

$$\cos C = \frac{a^2 + b^2 - c^2}{2ab}$$

$$C = \cos^{-1} \left( \frac{a^2 + b^2 - (\text{height}^2 + \text{length}^2)}{2a \cdot b} \right)$$

$$\cos A = \left( \frac{b^2 + c^2 - a^2}{2bc} \right)$$

known:  $\sqrt{\text{height}^2 + \text{length}^2}$  (known)  
known:  $b$  (known)  
known:  $c$  (known)  
known:  $a$  (known)  
known:  $b$  (known)  
known:  $c$  (known)  
known:  $a$  (known)  
known:  $b$  (known)  
known:  $c$  (known)

$$MA = \tan^{-1} \left( \frac{\text{height}}{\text{length}} \right) + \cos^{-1} \left( \frac{b^2 + \text{height}^2 + \text{length}^2 - a^2}{2 \cdot b \cdot \sqrt{\text{height}^2 + \text{length}^2}} \right)$$

$$MB = \tan^{-1} \left( \frac{\text{length}}{\text{height}} \right) + \cos^{-1} \left( \frac{\text{height}^2 + \text{length}^2 + a^2 - b^2}{2 \cdot a \cdot \sqrt{\text{height}^2 + \text{length}^2}} \right)$$

$$\text{target angle } C = \cos^{-1} \left( \frac{a^2 + b^2 - (\text{height}^2 + \text{length}^2)}{2 \cdot a \cdot b} \right)$$

Now to put this into code .....

# Robot Arm:

like visual Basic "Class"

CREATING A STRUCTURE & Using it:

Stuff To store in it:

lengths of both "bones"/appendages/arms

~~current~~

~~etc~~

motors & ports used -  
can refer to port directly, through name given in

motors & pragma config (motors & sensors setup)

motor encoder ports used

calibration values

gear ratios - CREATE A LIST of results!

next?

current length

start length

end length

next?

current coordinate (x, y)

start coordinate (x, y)

end coordinate (x, y)

next?

motor control structure -

encoder port

motor port

calibration value

gear ratio

~~encoder value~~

probably should do this, should it need much updating.

arm length substructure

// - should include math here?

// let's go with yes.

page on

From Maintaining constant height while changing length

★ need a calibration function!

Target angle MA ~~is~~ can be found by

current angle MA can be found by getting the degrees from flat of the shoulder -

## Data Types

int - integer <sup>2<sup>31</sup> ± 32767</sup>

(not usable) → ~~double - decimal, more accurate than float~~

float - floating-point, ~~not as accurate as double~~

bool - boolean, t/f (true/false)

byte - number from -128 to 127

char - single character

float - decimal, unlike integer

long - whole number ranging from ± 2,147,813,648

short - ~~is~~ like int

string - "LoL, what?"

## Sensors

"Standard" Robot Sensors & Pins.

if you set up a touch sensor as "bump" on dgt11,  
then you can set a variable (if integers work) equal  
to that.

