

Vector3d

Matrix3d

angular\_error  
angular\_position  
\_desired  
angular\_position  
\_desired\_dot  
angular\_position  
\_desired\_dot\_dot  
euler\_angles\_rpy  
\_dot  
mu\_translational  
mu\_translational  
\_raw  
translational  
\_position\_error

jacobian\_matrix\_inverse  
rotation\_matrix\_321  
\_global\_to\_local

Control::ControlInternal  
Members