Spline Generator Documentation

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# Introduction and Overview

The Spline Generator module was created for smooth flight between waypoints as no sharp or instantaneous turns were possible.

# Usage Instructions

## Importing

To use the Spline Generator module, first import it with everything.



Next, it’s on to instantiating an instance of the Spline Generator class. There are two ways you might go about doing this.

## A: Instantiation with arguments

The Spline Generator class can be initialised with everything it needs. Just provide it with:

* A list of points
* The minimum radius of curves (metres)
* The resolution of the curve interpolation (points per metre)
* The tolerance of the spline to the boundary (metres)
* A list of boundary points



## B: Empty instantiation

If required, an instance of the class can be instantiated empty. The program can access the class methods to pass through arguments.



## Class Methods

There are only a few methods that users need to access to create a spline.