

com.\_604robotics.robot2012.aiming

## Class Aiming

java.lang.Object  
com.\_604robotics.robot2012.aiming.Aiming

```
public class Aiming
extends Object
```

Utility class for various aiming functions and such.

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### Field Summary

Fields	
Modifier and Type	Field and Description
static <a href="#">Aiming</a>	<a href="#">defaultAiming</a>

### Constructor Summary

Constructors	
Constructor and Description	
<a href="#">Aiming()</a>	

### Method Summary

Methods	
Modifier and Type	Method and Description
<a href="#">PointAndAngle3d</a>	<a href="#">getAngleAndRelXYZOfTarget</a> (double x1, double y1, double x2, double y2, double x3, double y3, double x4, double y4) Get the angle from the targets, and the relative distances of the corners of the target as perceived by the camera.
double	<a href="#">getAngleOfTarget</a> (double x1, double y1, double x2, double y2, double x3, double y3, double x4, double y4, double z) This function gets the direction the target is facing, relative to the camera.
<a href="#">Point3d</a>	<a href="#">getRelXYZOfTarget</a> (double x1, double y1, double w, double h) Remember that this requires the camera to be "perfectly" flat, and the targets to be "perfectly" vertical.
<a href="#">Point3d</a>	<a href="#">getRelXYZOfTarget</a> ( <a href="#">Target</a> t)

#### Methods inherited from class java.lang.Object

[clone](#), [equals](#), [finalize](#), [getClass](#), [hashCode](#), [notify](#), [notifyAll](#), [toString](#), [wait](#), [wait](#), [wait](#)

### Field Detail

<a href="#">defaultAiming</a>
<pre>public static final Aiming defaultAiming</pre>

### Constructor Detail

<a href="#">Aiming</a>
------------------------



```
double x4,  
double y4)
```

Get the angle from the targets, and the relative distances of the corners of the target as perceived by the camera.

**Parameters:**

x1 -

y1 -

x2 -

y2 -

x3 -

y3 -

x4 -

y4 -

**Returns:**

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