<?xml version="1.0" encoding="UTF-8"?>

<X3D version="3.2">

<Scene><Background skyColor="1 1 1"></Background>

<viewpoint position="0 0 3" ></viewpoint>

<Script DEF="вычисление">

<field accessType='outputOnly' name='q2' type='SFRotation'/>

<field accessType='outputOnly' name='q3' type='SFRotation'/>

<![CDATA[ ecmascript:

var сцена = Browser.currentScene;

function initialize(){

var a=c=0.4; var b=d=1;

var q1 = сцена.getNamedNode("тело\_1").rotation[3];

var угол1\_1 = Math.acos((b-a\*d\*Math.cos(q1))/(b\*Math.sqrt(a\*a+d\*d-2\*a\*d\*Math.cos(q1))));

var угол1\_2 =Math.asin(d\*Math.sin(q1)/Math.sqrt(a\*a+d\*d-2\*a\*d\*Math.cos(q1)));

var угол1;

if(q1<-1){

угол1 = Math.PI+угол1\_1+угол1\_2;

} else {

угол1 = угол1\_1-угол1\_2;

}

q2 = new SFRotation(0,0,1,угол1);

var угол2 = -q1 + Math.PI;

q3 = new SFRotation(0,0,1,угол2);

}

]]>

</Script>

<transform id="тело\_0" rotation="0 0 1 0" render="true" bboxcenter="0,0,0" bboxsize="-1,-1,-1" center="0,0,0" translation="0,0,0" scale="1,1,1" scaleorientation="0,0,0,0" DEF="тело\_0">

<inline url="body\_0.x3d" render="true" bboxcenter="0,0,0" bboxsize="-1,-1,-1" load="true" namespacename=""></inline>

<transform translation="-0.500,0.000,0" rotation="0 0 1 -1" id="тело\_1" DEF="тело\_1" render="true" bboxcenter="0,0,0" bboxsize="-1,-1,-1" center="0,0,0" scale="1,1,1" scaleorientation="0,0,0,0">

<inline url="body\_1.x3d" render="true" bboxcenter="0,0,0" bboxsize="-1,-1,-1" load="true" namespacename=""></inline>

<transform translation="0.400,0.000,0" rotation="0 0 1 0.785" id="тело\_2" DEF="тело\_2" render="true" bboxcenter="0,0,0" bboxsize="-1,-1,-1" center="0,0,0" scale="1,1,1" scaleorientation="0,0,0,0">

<ROUTE fromNode='вычисление' fromField='q2' toNode='тело\_2' toField='rotation'/>

<inline url="body\_2.x3d" render="true" bboxcenter="0,0,0" bboxsize="-1,-1,-1" load="true" namespacename=""></inline>

<transform translation="1,0.000,0" rotation="0 0 1 -2.794" id="тело\_3" DEF="тело\_3" render="true" bboxcenter="0,0,0" bboxsize="-1,-1,-1" center="0,0,0" scale="1,1,1" scaleorientation="0,0,0,0">

<ROUTE fromNode='вычисление' fromField='q3' toNode='тело\_3' toField='rotation'/>

<inline url="body\_3.x3d" render="true" bboxcenter="0,0,0" bboxsize="-1,-1,-1" load="true" namespacename=""></inline>

</transform>

</transform>

</transform>

</transform>

</Scene></X3D>

