PositionMotionBase

PositionState initialState, state, finalState
double duration

PositionMotionBase(PositionMotionBase motion)
PositionMotionBase(double duration)
PositionState get_state(double t)
PositionState get_initialState()
PositionState get_finalState()

OrientationMotionBase

OrientationState initialState, state, finalState
double duration

OrientationMotionBase(OrientationMotionBase motion)
OrientationMotionBase(double duration)
OrientationState get_state(double t)
OrientationState get_initialState()
OrientationState get_finalState()

StaticPositionMotion : PositionMotionBase

PositionState initialState, state, finalState
double duration

StaticMotion(StaticMotion motion)
StaticMotion(Vector position(3), double duration)
PositionState get_state(double t)
PositionState get_initialState()
PositionState get_finalState()

StaticOrientationMotion : OrientationMotionBase

OrientationState initialState, state, finalState
double duration

StaticOrientationMotion(StaticOrientationMotionmotion)
StaticOrientationMotion(Vector orientation(4), double duration)
OrientationState get_state(double t)
OrientationState get_initialState()
OrientationState get_finalState()

BezierPositionMotion : PositionMotionBase

PositionState initialState, state, finalState
double duration
Vector A(3),B=1,C=A,D=A

BezierPositionMotion(BezierPositionMotion motion)
BezierPositionMotion(Vector 3Dpoints(3)[4], double duration)
BezierPositionMotion(PositionState initialState, Vector 3Dpoint(3)[2], double duration)
BezierPositionMotion(PositionState initialState, PositionState finalState, double duration)
PositionState get_state(double t)
PositionState get_initialState()
PositionState get_finalState()

BezierOrientationMotion : OrientationMotionBase

OrientationState initialState, state, finalState
double duration
Vector A(4),B=1,C=A,D=A

BezierOrientationMotion(BezierOrientationMotionmotion)
BezierOrientationMotion(Vector 3Dpoints(3)[4], double duration)
BezierOrientationMotion(PositionState initialState, Vector 3Dpoint(3)[2], double duration)
BezierOrientationMotion(OrientationState initialState, OrientationState finalState, double duration)
OrientationState get_state(double t)
OrientationState get_initialState()
OrientationState get_finalState()

Scenario

PositionMotionBase *PositionMotions;
OrientationMotionBase *OrientationMotions

Scenario()
Scenario(Scenario another)
void add_(PositionMotionBase PositionMotion)
void add_(OrientationMotionBase OrientationMotion)
State get_State(double t)