IKinematic

- #RCM
- #T FL EE
- #T 0 EE
- #T 0 Q4
- # T FL Q4
- #TFLQ5
- #T FL Q6
- # jointAnglesTar
- # jointAnglesAct # DEG TO RAD
- und 9 mehr ...
- # checkTCP()
- # calcInvKin()
- # buildAffine3d()

GeometricKinematic

- nh
- TOOL PARAMETERS
- T 0 FL
- rcmServer
- directKinematicsServer
- inverseKinematicsServer
- + GeometricKinematic()
- + getT 0 FL()
- + getT 0 Q4()
- + setAngles()
- calcDirKin()
- calcInvKin()
- rcmCallback()
- directKinematicsCallback()
- inverseKinematicsCallback()
- buildAffine3d()

NumericKinematic

- nh
- cvcleTimeSub
- LBR PARAMETERS
- TOOL PARAMETERS - URSULA MAX ANGLES
- URSULA MAX ANGLES SPEED
- MAX ANGLES
- MAX ANGLES SPEED
- jointWeightMatrix
- minDistance

und 27 mehr ...

- + NumericKinematic()
- calcDirKin()
- calcAnalyticalJacobian()
- calcInvKin()
- angleMonitoring()
- collisionControl()
- trocarMonitoring()
- minimizeVelocities()
- minimizeAcceleration()
- avoidSingularities()
- rcmCallback()

und 6 mehr ...