## IKinematic # RCM # T\_FL\_EE # T\_0\_EE # T\_0\_Q4 # T\_FL\_Q5 # T\_FL\_Q6 # jointAnglesTar # jointAnglesAct # DEG\_TO\_RAD und 9 mehr ... # checkTCP() # calcInvKin() # buildAffine3d()

## GeometricKinematic

- TOOL PARAMETERS
- rcmServer
- directKinematicsServer
   inverseKinematicsServer
- + GeometricKinematic()
- + getT\_0\_FL() + getT\_0\_Q4()
- + setAngles()

- nh

- T 0 FL

- calcDirKin()calcInvKin()
- rcmCallback()
- directKinematicsCallback()
- inverseKinematicsCallback()buildAffine3d()