

## IKinematic

```
# RCM
# T_FL_EE
# T_0_EE
# T_0_Q4
# T_FL_Q4
# T_FL_Q5
# T_FL_Q6
# jointAnglesTar
# jointAnglesAct
# DEG_TO_RAD
und 9 mehr ...
```

```
# checkTCP()
# calcInvKin()
# buildAffine3d()
```