2.126 PoseMult - Multiplies pose data
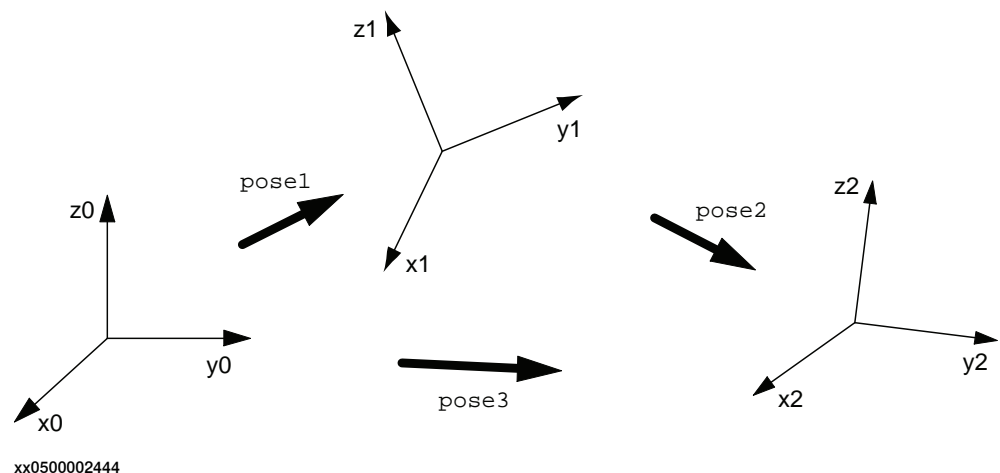
Usage

PoseMult (*Pose Multiply*) is used to calculate the product of two pose transformations. A typical use is to calculate a new pose as the result of a displacement acting on an original pose.

Basic examples

The following example illustrates the function PoseMult.

Example 1

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pose1 represents the coordinate system 1 related to the coordinate system 0. pose2 represents the coordinate system 2 related to the coordinate system 1. The transformation giving pose3, the coordinate system 2 related to the coordinate system 0, is obtained by the product of the two transformations:

```
VAR pose pose1;
VAR pose pose2;
VAR pose pose3;
...
pose3 := PoseMult(pose1, pose2);
```

Return value

Data type: pose

The value of the product of the two poses.

Arguments

```
PoseMult (Pose1 Pose2)
```

Pose1

Data type: pose

The first pose.

Pose2

Data type: pose

2 Functions

The second pose.

Syntax

```
PoseMult '('
  [Pose1 ':='] <expression (IN) of pose> ','
  [Pose2 ':='] <expression (IN) of pose> ')'
```

A function with a return value of the data type `pose`.

Related information

For information about	See
Mathematical instructions and functions	*Technical reference manual - RAPID overview*

Technical reference manual - RAPID Instructions, Functions and Data types

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