

## Contents

- Using VLradialEdges2T with radial in 2D
- Using VLradialEdges2T with radial in 3D
- USING VLradialEdges with negative Radii
- USING VLradialEdges with "RAD" Style
- USING VLradialEdges with "TAN" Style

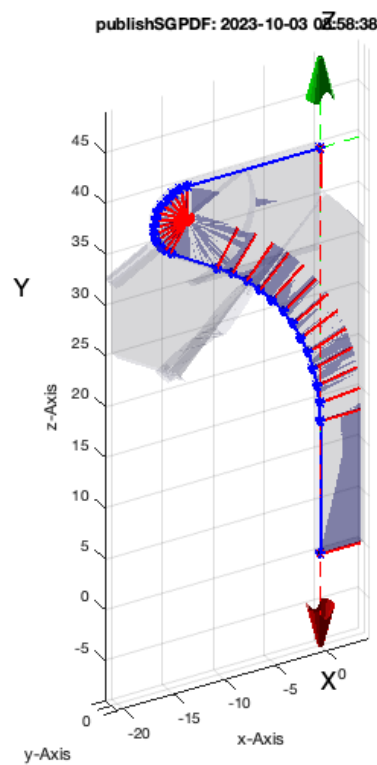
```
% function VLFL_EXP67
```

```
TA=eye(4); TB=TofR([0 pi/2 0],[0 0 40]); R=10;
```

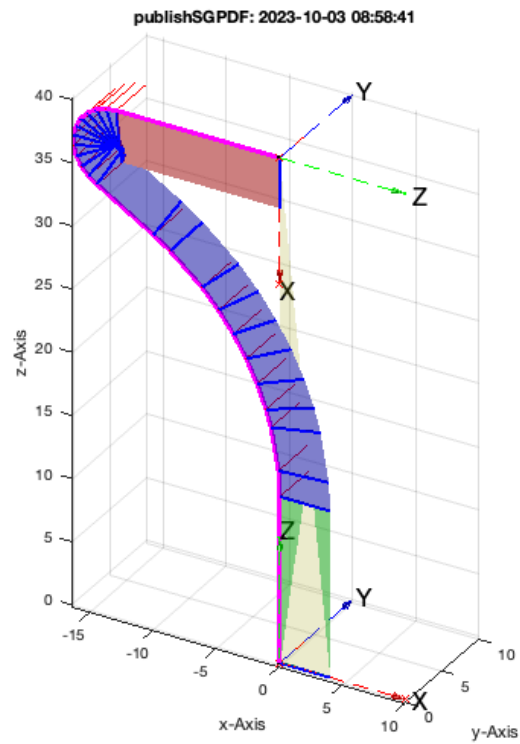
```
R=R
CVLof2T(TA,TB,'',R,'radial'); CVL=ans; whos CVL
```

```
R =
    10
Name      Size      Bytes  Class  Attributes

CVL       28x3         672  double
```

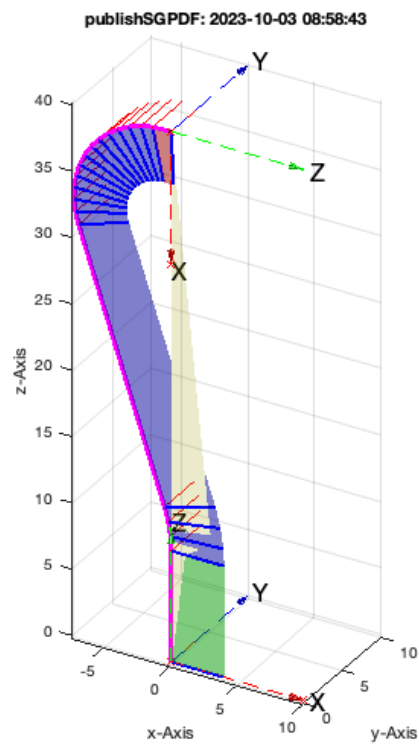


```
TLOfCVL(CVL,R,TA,TB); TL=ans; % TofCVL uses VLradialEdges2T(XVL,R,T1,T2,typ);
```

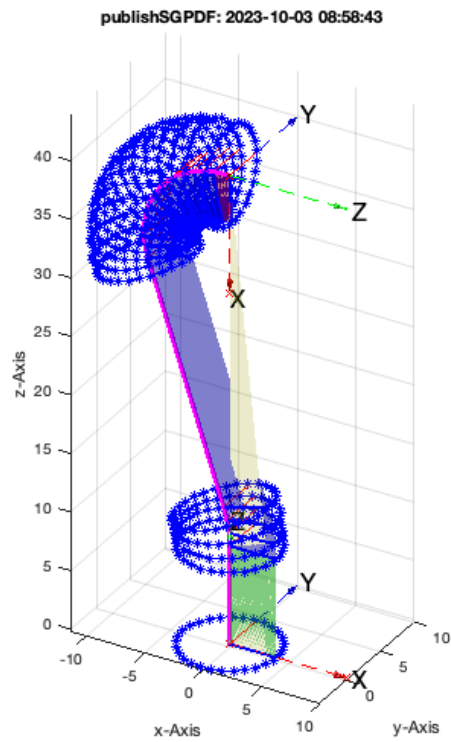


```
TLofCVL(' ',R,TA,TB); TL=ans; % TofCVL uses VLradialEdges2T(XVL,R,T1,T2,typ);
```

TLadjustR: NEED TO ROTATE STARTFRAME BY -180 degree



```
CPLplotTL(PLcircle(R/2.5),TL);
```

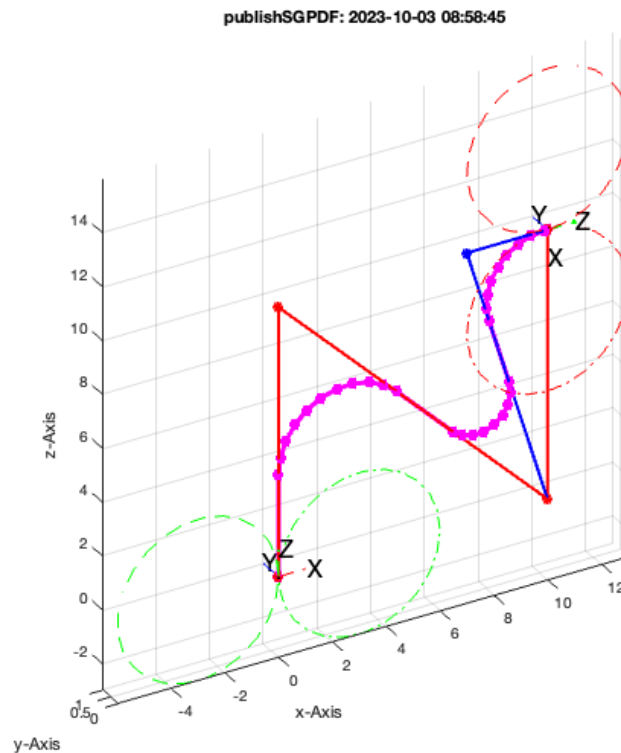


### Using VLradialEdges2T with radial in 2D

VLradialEdges2T adjusts start and end wrt to the frames

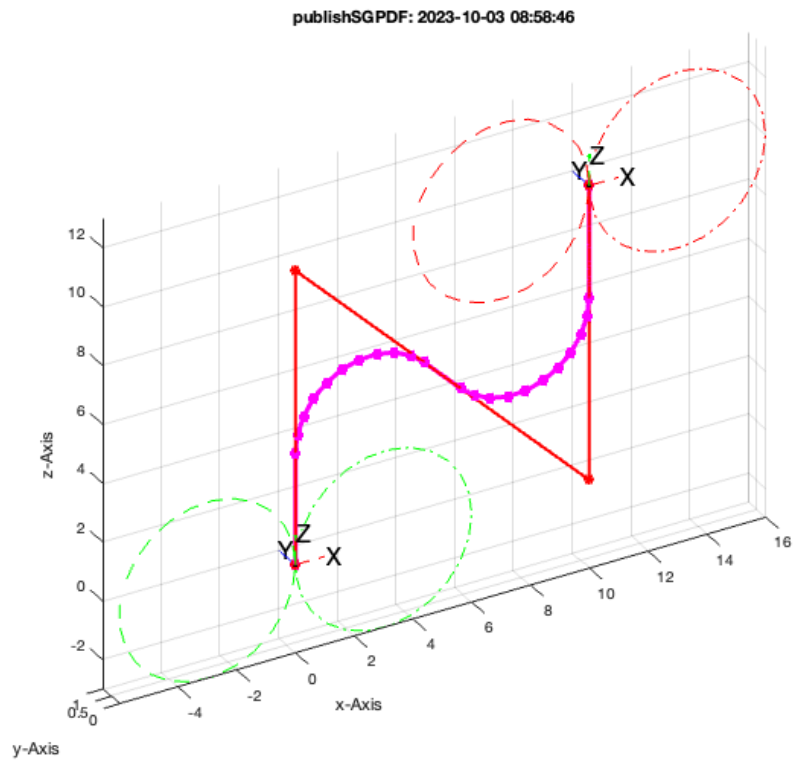
#### SITUATION 1

```
VLradialEdges2T(VLsample(5),+3,TA,TB,'radial'); % VLradialEdges2T uses VLradialEdges
```



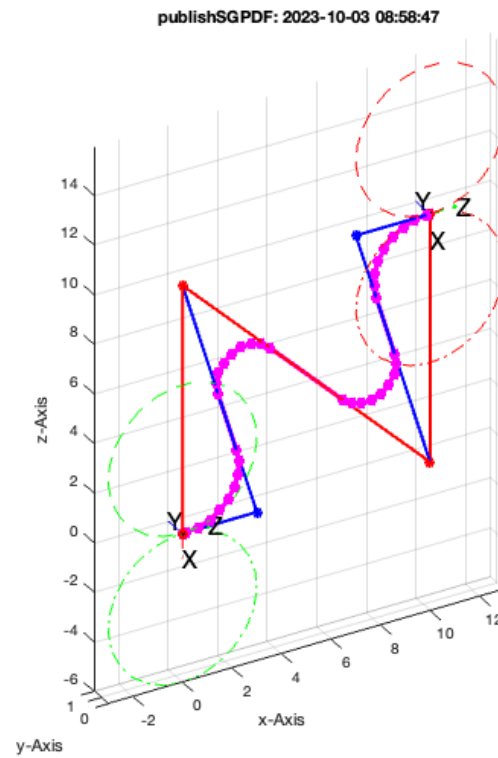
## SITUATION 2

```
VLradialEdges2T(VLsample(5),+3,TA,eye(4),'radial');
```



## SITUATION 3

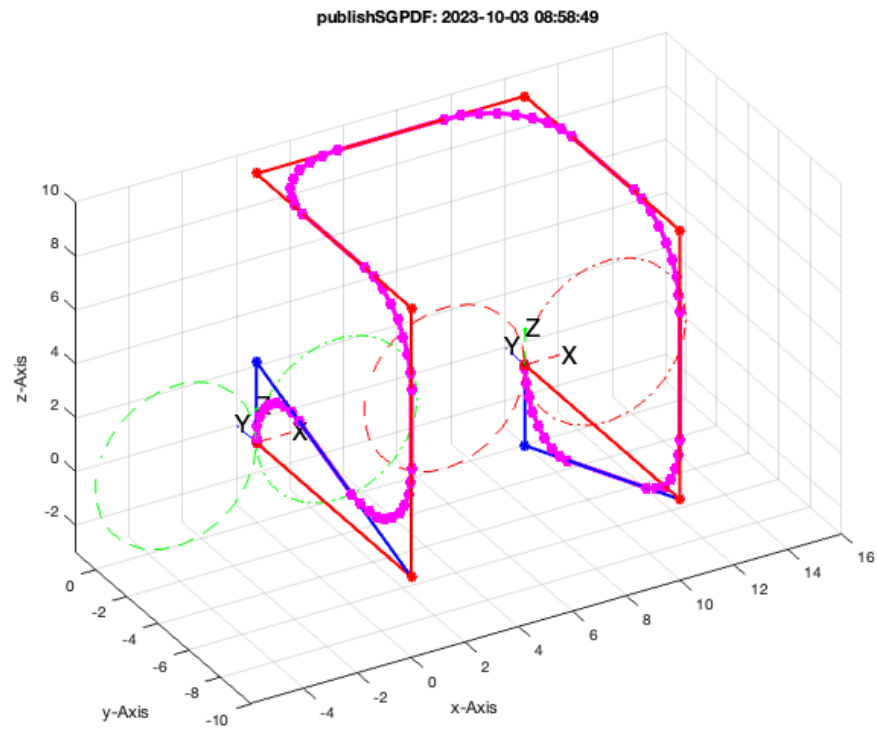
```
VLradialEdges2T(VLsample(5),+3,TofPez('',[1 0 0]),TB,'radial');
```



### Using VLradialEdges2T with radial in 3D

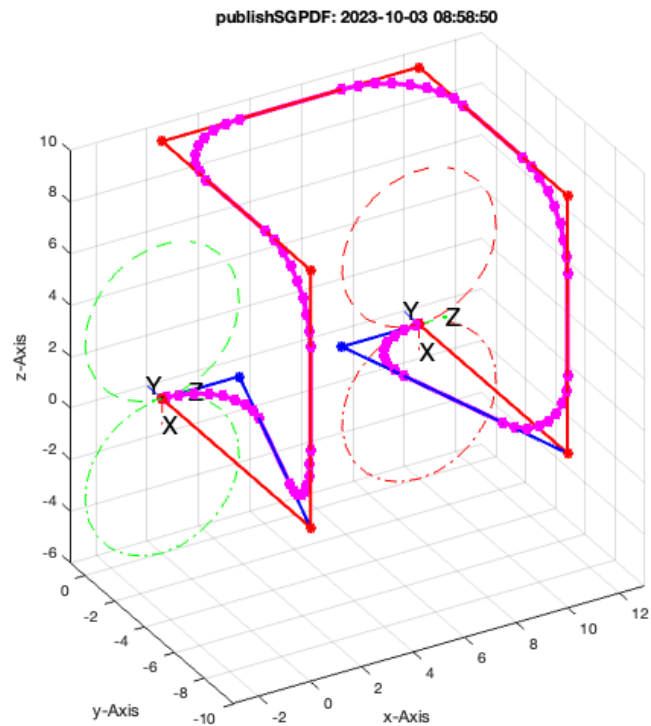
#### SITUATION 1

```
VLradialEdges2T(VLsample(14),+3,TA,TB,'radial'); % VLradialEdges2T uses VLradialEdges
%%;
% *SITUATION 2*
VLradialEdges2T(VLsample(14),+3,TA,eye(4),'radial');
```



## SITUATION 3

```
VLradialEdges2T(VLsample(14),+3,TofPez('',[1 0 0]),TB,'radial');
```



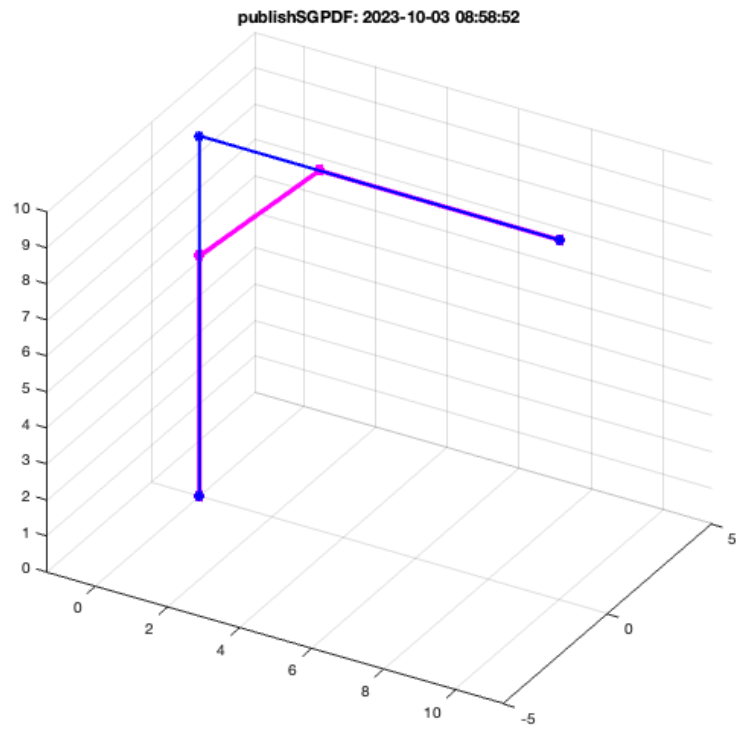
### USING VLradialEdges with negative Radii

VLradialEdges uses CVLremstraightAmin and VLtangentcirc for  $R > 0$

**VLradialEdges with broken edges R<0**

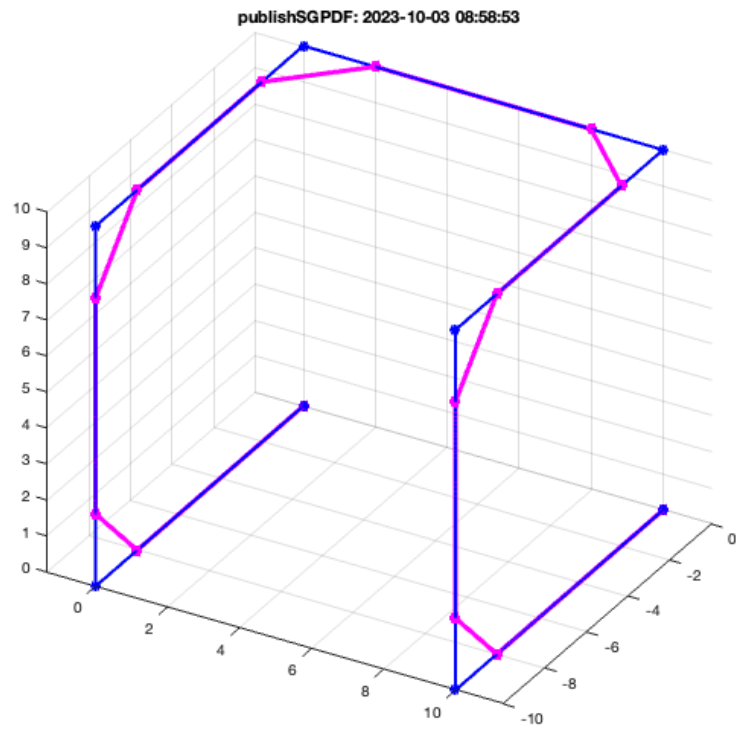
```
VLradialEdges(VLsample(3),-5); % Are limited automtically
```

VLradialEdges: Smallest used radius is Inf



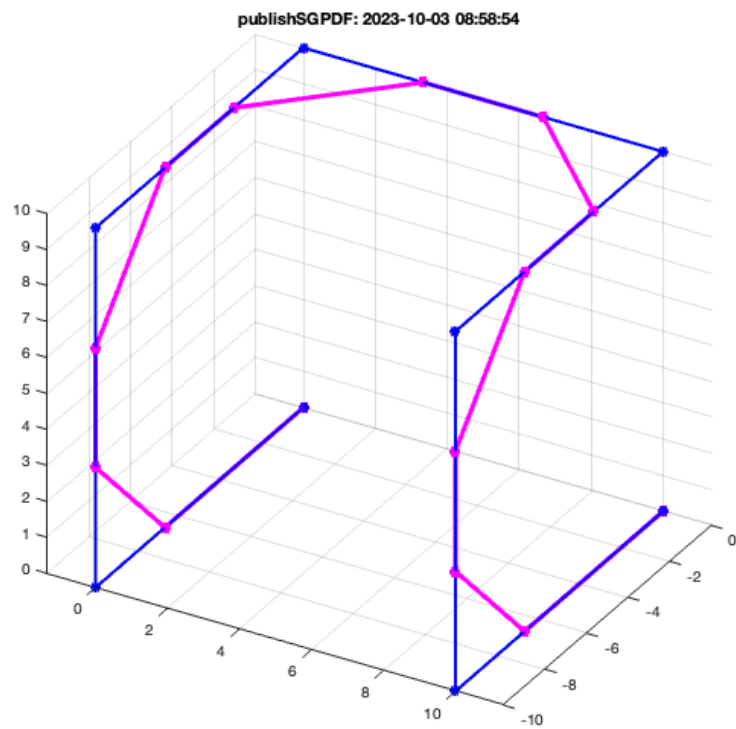
```
VLradialEdges(VLsample(14),-2);
```

VLradialEdges: Smallest used radius is Inf



```
VLradialEdges(VLsample(14),-20);
```

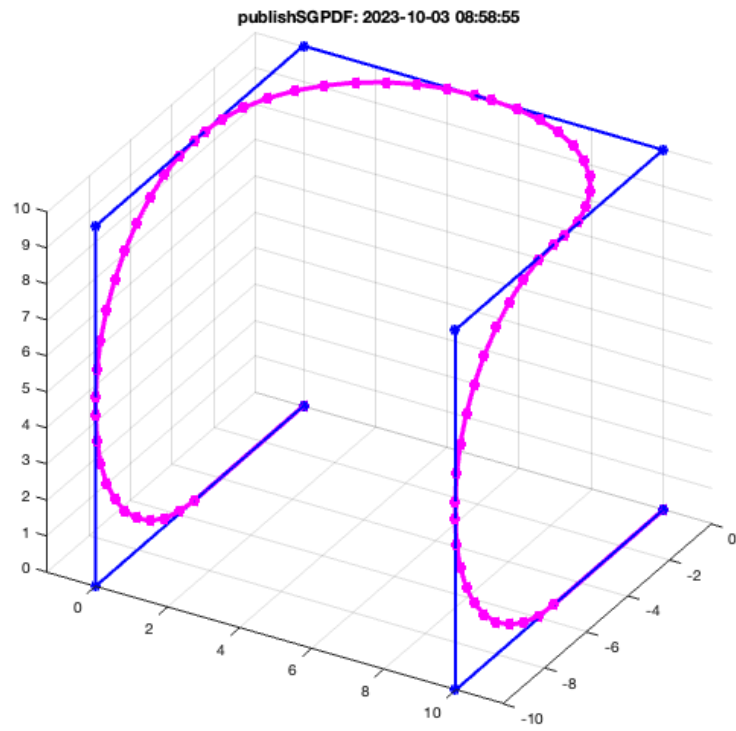
VLradialEdges: Smallest used radius is Inf



```
VLradialEdges(VLsample(14),+20);
```



VLradialEdges: Smallest used radius is 4.8

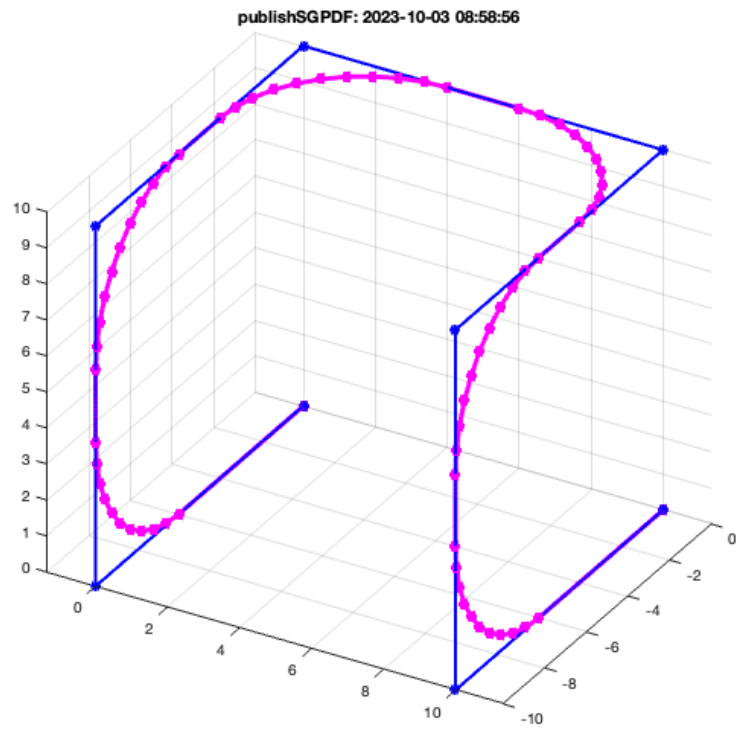


### USING VLradialEdges with "RAD" Style

\*VLradialEdges with "RAD" Style using 4mm looks will be executed correctly

```
VLradialEdges(VLsample(14),+4,'rad');
```

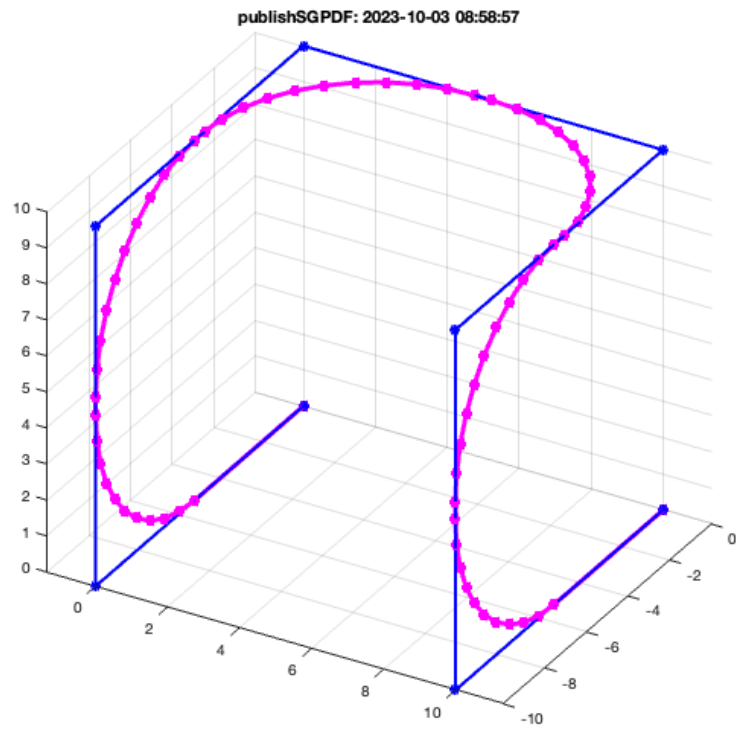
VLradialEdges: Smallest used radius is 4.0



\*VLradialEdges with "RAD" Style using 10mm looks is limited to a maximum

```
VLradialEdges(VLsample(14),+40,'rad');
```

VLradialEdges: Smallest used radius is 4.8

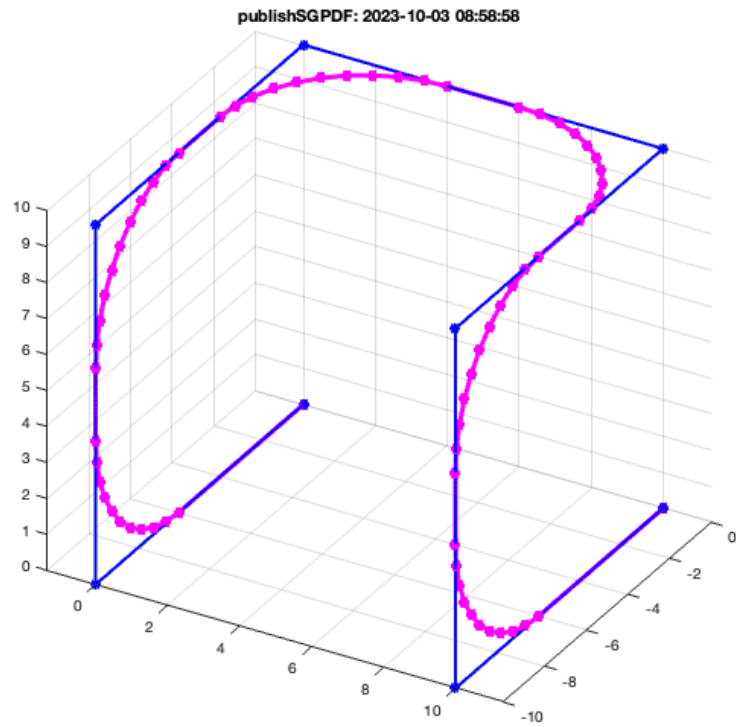


## USING VLradialEdges with "TAN" Style

VLradialEdges with "TAN" Style using 4mm looks similar to rad

```
VLradialEdges(VLsample(14),+4,'tan');
```

VLradialEdges: Smallest used radius is 4.0

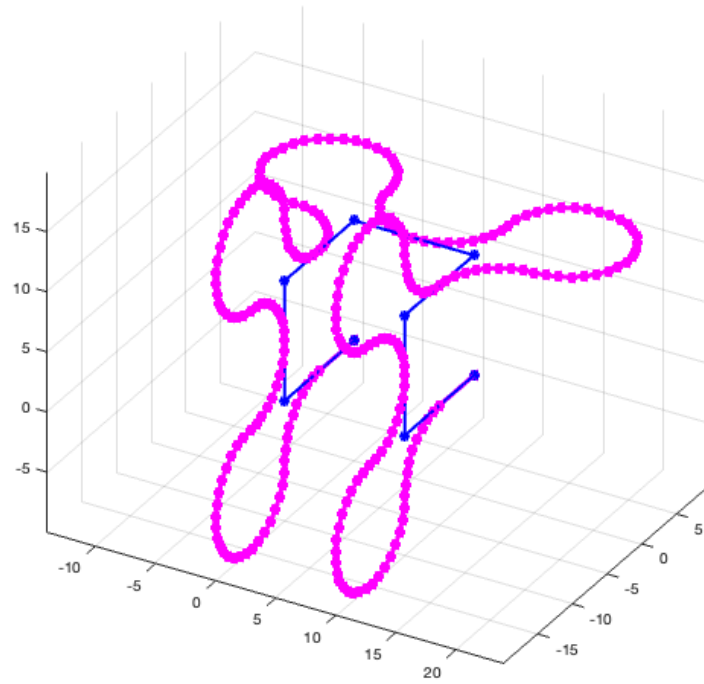


VLradialEdges with "TAN" Style using 5mm creates outside turn

```
VLradialEdges(VLsample(14),+5,'tan');
```

VLradialEdges: Smallest used radius is 5.0

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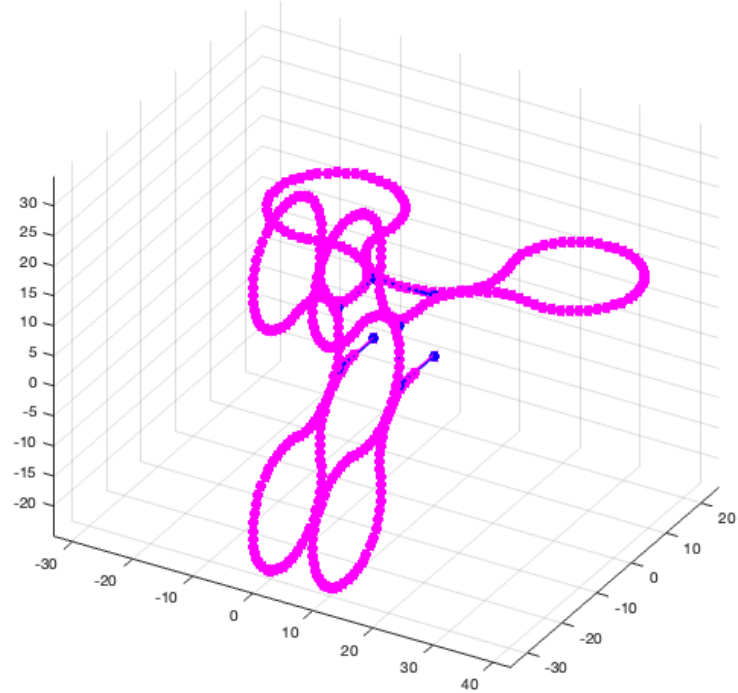


VLradialEdges with "TAN" Style using 10mm creates outside collisions

```
VLradialEdges(VLsample(14),+10,'tan');
```

VLradialEdges: Smallest used radius is 10.0

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