

**1**

**1.1**

**1.2**

**1.3**

1.0

1.3.2

**2**

**2.1 Matrix**

Matrix9)

(Matrix2)

(Matrix3

Matrix4

Matrix2

100

GetMatrix

0

**2.2 Matrix2**

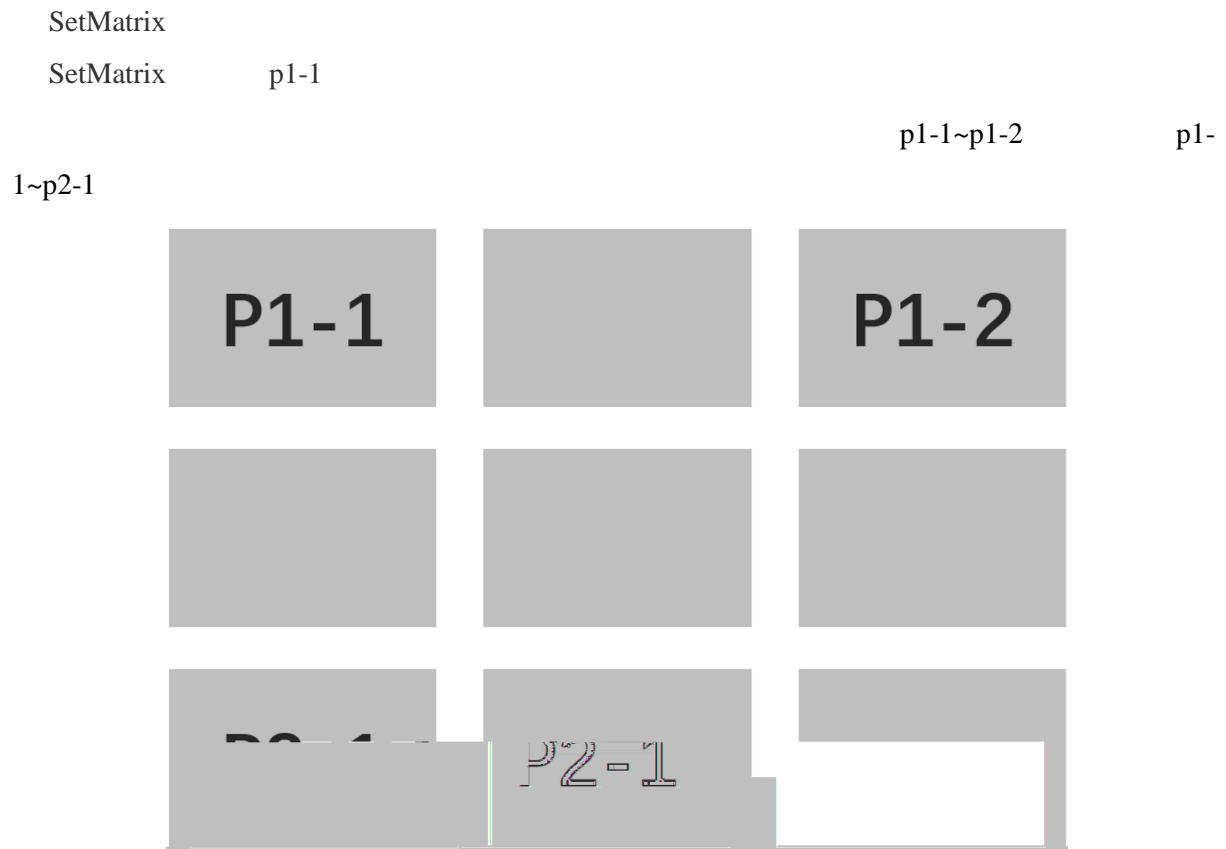
SetMatrix

SetMatrix

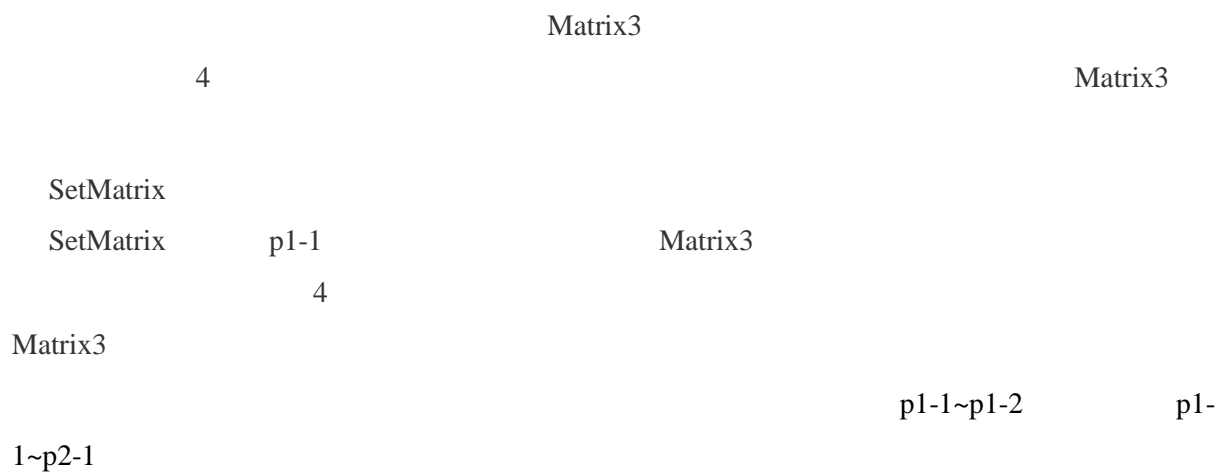
p1-1

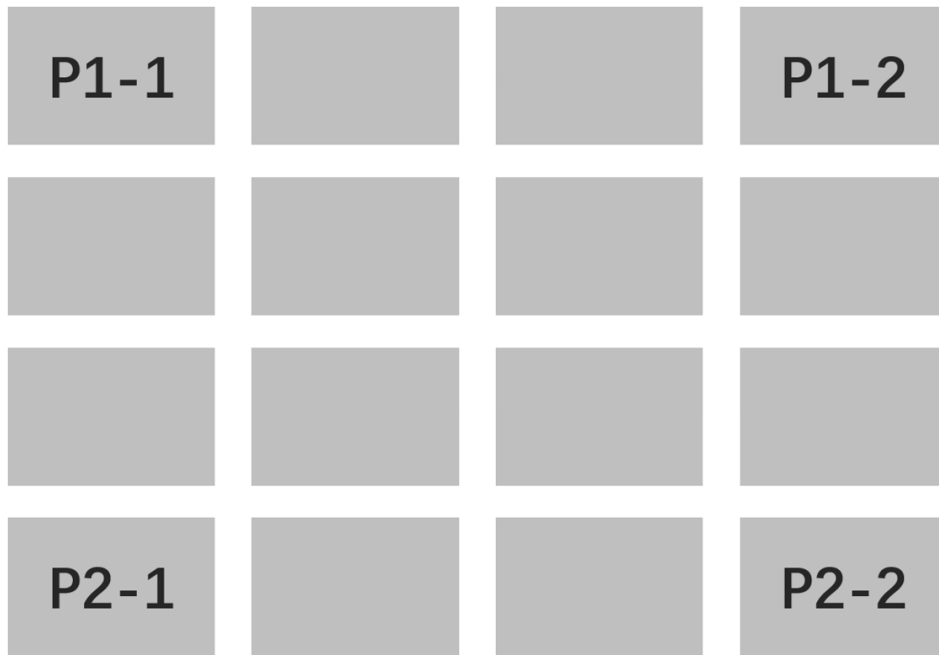


## 2.3 Matrix3

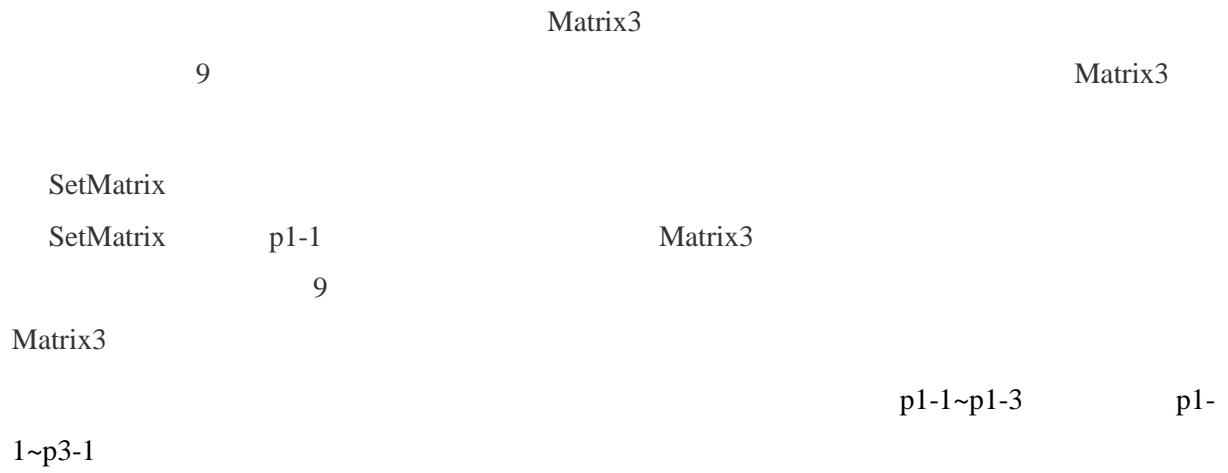


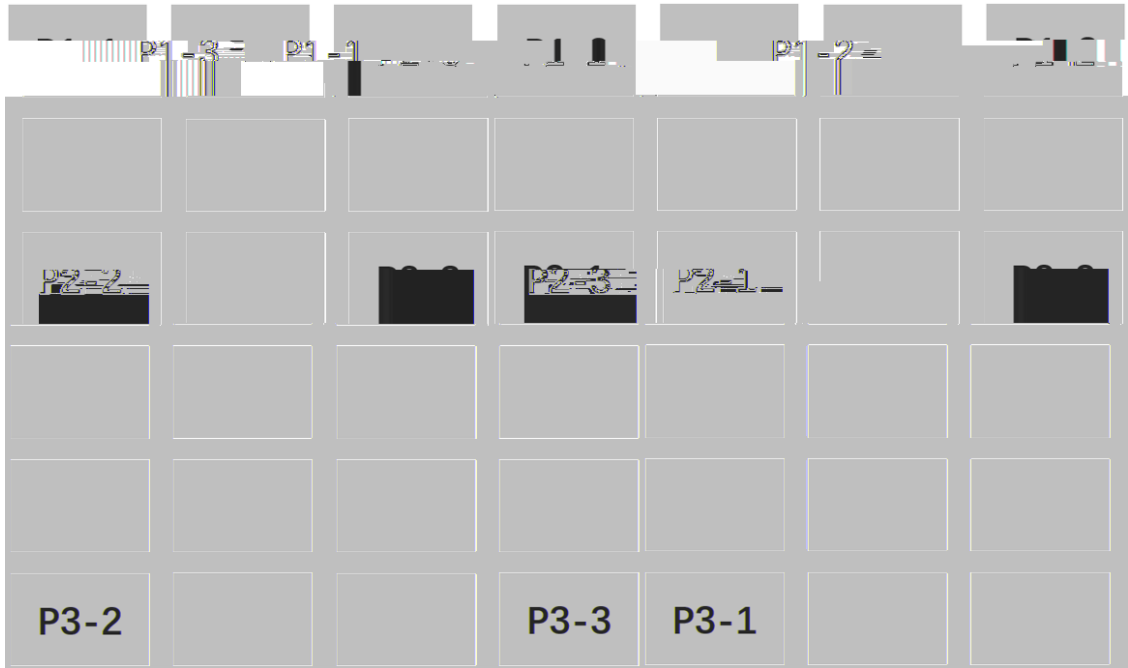
## 2.4 Matrix4





## 2.5 Matrix9





### 3

#### 3.1

5 6

#### 3.2

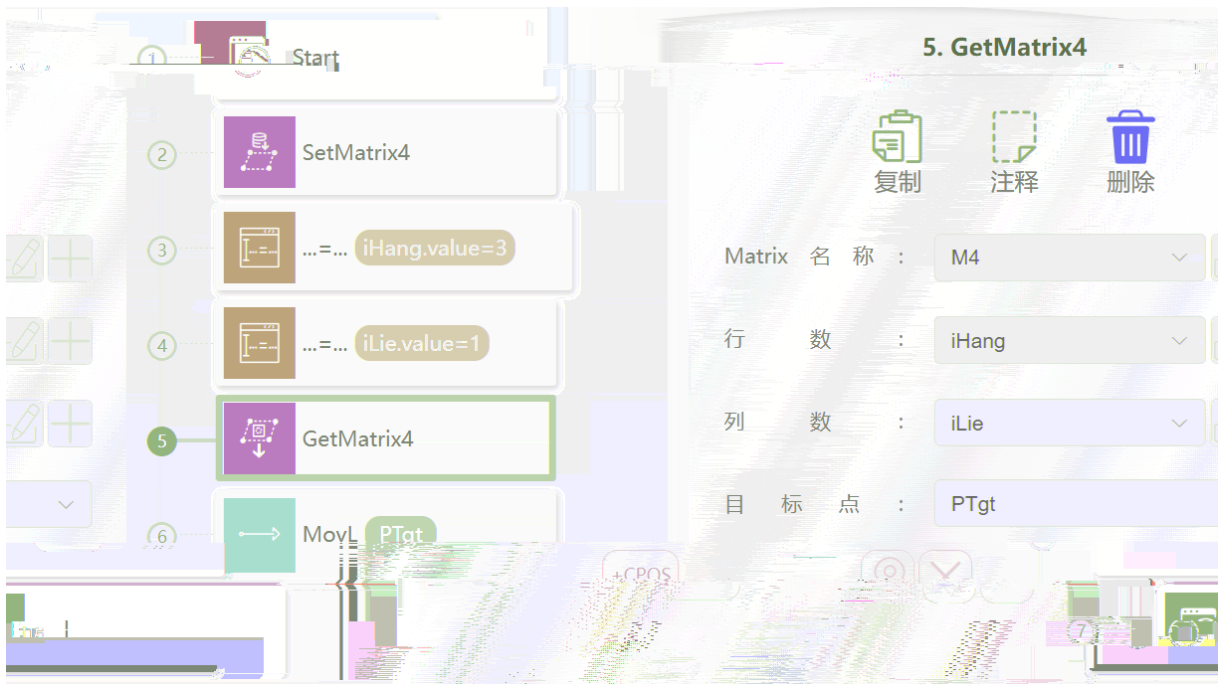
5 6  
Matrix4

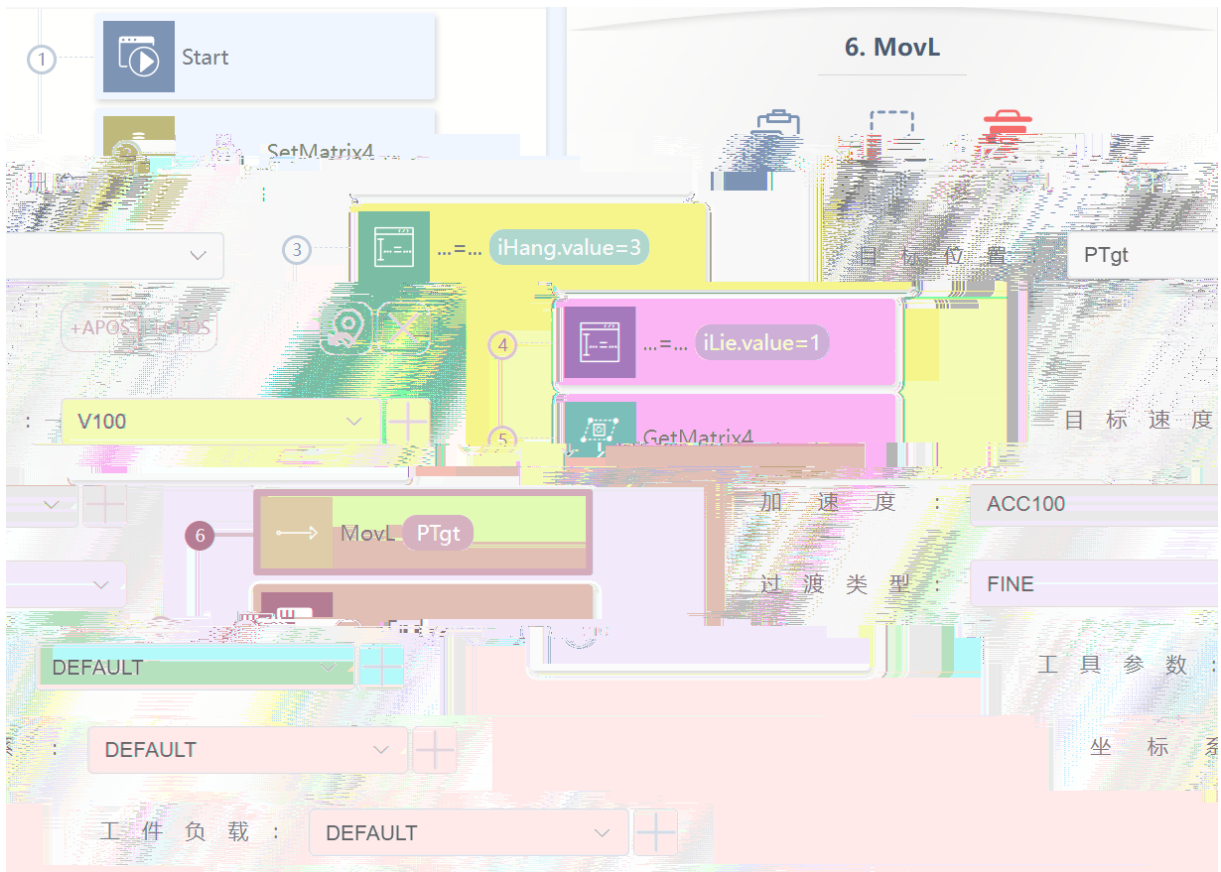
Matrix3  
4

Matrix4

Matrix9  
PTgt







		M4	p1-1
2	SetMatrix4	p1-2	p2-1
		p2-2	
3	...=...	iHang	3 4
4	...=...	iLie	1 2
5	GetMatrix4	PTgt	
		p1-1	
6	MovL	PTgt	

### 3.5

Socket

