

# MiscMathCoord

**Inherits From:** MiscCoord : Object

**Declared In:** misckit/miscgiskit/MiscMathCoord.h

## Class Description

A MiscMathCoord object is an abstract superclass that supports the creation of subclasses containing points in various

mathematical coordinate systems. Common examples would be cartesian, cylindrical and spherical.

MiscMathCoords

use a MiscMathCoordConverter object as the default convertor for **convert:to:** operations (See MiscCoord). This related class is invisible to the user and handles conversion between the basic types discussed above.

## Method Types

Initialization

- initDescription:constants:

## Instance Methods

### **initDescription:constants:**

- **initDescription:**(char\*)*textString* **constants:***anObject*

Designated initializer for the MiscMathCoord class. *textString* is copied and may be used in describing the set of points. The new object will initially have space for one point. The default conversion contractor for conversion between coordinate systems is set to be the instance of MiscMathCoordConverter. *anObject* is reserved for future extensions that will describe a set of translations and rotations of the frame of reference of a MiscMathCoord from that of a base reference frame.