

## EndEffectorElement



@ name xs:string

@ tcp xs:string

@ gcp xs:string

@ base xs:string

Actor [1..\*] EEFACTORElement

choice

@ name xs:string

Node [0..\*] ActorNodeListElement

@ name xs:string

@ considercollisions EEFACTORCollision-Type

@ direction xs:float

Static [0..1] EEFStaticElement

Node [0..\*] NodeListElement

@ name xs:string

Preshape [0..\*] EEFPreshapeElement

@ name xs:string

Node [0..\*] ConfigurationNodeListElement

@ name xs:string

@ unitsAngle Unit-Angle-Type

@ value xs:float