

Paths Reference

Stefan Seefeld

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Preface

Abstract

This preface introduces the Paths Reference.

Organization

Some words about the organization of this reference.

Further Reading

More about Paths

http://en.wikipedia.org/wiki/Path_%28topology%29

Chapter 1. Reference

This chapter contains a reference of the `Paths` module.

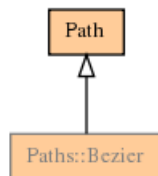
The Title

Namespaces

- `Paths`

Namespace `Paths`

class `Bezier`



The `Bezier` class. It implements a Bezier curve for the given order.

`Bezier()`

```
Bezier();
```

Create a new `Bezier`.

`draw()`

```
void draw();
```

`controls_`

```
std::vector<Vertex> controls_;
```

The data...

Manipulators

`add_control_point(const Vertex&)`

```
void add_control_point(const Vertex&);
```

Add a new control point.

Parameters

`p` A point

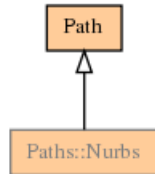
remove_control_point(size_t)

```
void remove_control_point(size_t i);
```

Remove the control point at index i.

Parameters

i An index

class Nurbs

The Nurbs class. It implements a nurbs curve for the given order. It is a very powerful and flexible curve representation. For simpler cases you may prefer to use a Bezier curve.

While non-rational curves are not sufficient to represent a circle, this is one of many sets of NURBS control points for an almost uniformly parameterized circle: