

Drawing Bezier Curves

Code

```
orxVECTOR drawPoint1 = orxVECTOR_0;
orxVECTOR drawPoint2 = orxVECTOR_0;
orxFLOAT steps = 0.01;

orxRGBA lineColour;
lineColour.u8R = 255;
lineColour.u8G = 128;
lineColour.u8B = 90;
lineColour.u8A = 255;
...

orxSTATUS orxFUNCTION RenderEventHandler(const orxEVENT *_pstEvent) {
    if (_pstEvent->eType == orxEVENT_TYPE_RENDER){
        if(_pstEvent->eID == orxRENDER_EVENT_STOP){

            orxVECTOR drawPoint = orxVECTOR_0;

            orxVECTOR point1 = {10, 10, 0};
            orxVECTOR controlPoint1 = {0, 100, 0};
            orxVECTOR controlPoint2 = {150, -150, 0};
            orxVECTOR point2 = {150, 100, 0};

            for (float x=0; x<1; x+=steps){
                if (x+steps <= 1){

                    orxVector_Bezier (&drawPoint,
                                        &p1,
                                        &cp1,
                                        &cp2,
                                        &p2,
                                        x
                                    );

                    const orxVECTOR vv = drawPoint1;

                    if (orxVector_AreEqual(&vv, orxVECTOR_0) == orxTRUE){
                        drawPoint.fZ = 0;
                        drawPoint1 = drawPoint;
                    }

                    drawPoint.fZ = 0;
                    drawPoint2 = drawPoint;

                    orxDisplay_DrawLine ( &drawPoint1, &drawPoint2, lineColour);
                }
            }
        }
    }
}
```

```
    }  
    }  
    }  
    return orxSTATUS_SUCCESS;  
}  
  
orxSTATUS orxFastcall Init()  
{  
    ...  
    orxEvt_AddHandler(orxEVT_TYPE_RENDER, RenderEventHandler);  
    ...  
}
```

From:
<https://www.orx-project.org/wiki/> - **Orx Learning**

Permanent link:
https://www.orx-project.org/wiki/en/examples/drawing/drawing_beziers

Last update: **2025/09/30 17:26 (7 months ago)**

