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 orxFASTCALL 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()
{
...
    orxEvent_AddHandler(orxEVENT_TYPE_RENDER, RenderEventHandler);
...
```

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

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