

# 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);
                }
            }
        }
    }
}
```

Last update: 2025/09/30 17:26 (8 months ago) en:examples:drawing:drawing\_beziers [https://www.orx-project.org/wiki/en/examples/drawing/drawing\\_beziers?rev=1518583661](https://www.orx-project.org/wiki/en/examples/drawing/drawing_beziers?rev=1518583661)

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```
    }
  }
}
return orxSTATUS_SUCCESS;
}

orxSTATUS orxFastcall Init()
{
...
  orxEvt_AddHandler(orxEvt_Type_Render, RenderEventHandler);
...
}
```

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