

# BCurve

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## Introduction

BCurve is C library to manipulate geometry based on Bezier curves of any dimension and order.

It offers function to create, clone, load, save and modify a geometry, to print it, to scale, rotate (in 2D) or translate it, to get the weights (coefficients of each control point given the value of the parameter of the curve), and to get the bounding box.

BCurve objects are Bezier curves from 1D to ND. For BCurve object, the library offers functions to get its approximate length (sum of distance between control points), and to create a BCurve connecting points of a point cloud.

SCurve objects are a set of BCurve (called segments) continuously connected and has the same interface as for a BCurve, plus function to add and remove segments.

BBody objects are extension of BCurve objects for the case MD to ND. If M equals 1 it is equivalent to a BCurve. If M equals 2 it is equivalent to a surface in ND. If M equals 3 it is equivalent of a volume. Note that by using one dimension as the time dimension one can describes the movement of a curve, surface, etc... over time. The library offers the same functions for a BBody as for a BCurve.

It uses the PBErr, PBMath, GSet, Shapoid libraries.

# 1 Definitions

## 1.1 BCurve definition

A BCurve  $B$  is defined by its dimension  $D \in \mathbb{N}_+^*$ , its order  $O \in \mathbb{N}_+$  and its  $(O + 1)$  control points  $\vec{C}_i \in \mathbb{R}^D$ . The curve in dimension  $D$  associated to the BCurve  $B$  is defined by  $\vec{B}(t)$ :

$$\begin{cases} \vec{B}(t) = \sum_{i=0}^O W_i^O(t) \vec{C}_i & \text{if } t \in [0.0, 1.0] \\ \vec{B}(t) = \vec{C}_0 & \text{if } t < 0.0 \\ \vec{B}(t) = \vec{C}_O & \text{if } t > 1.0 \end{cases} \quad (1)$$

where, if  $O = 0$

$$W_0^0(t) = 1.0 \quad (2)$$

and if  $O \neq 0$

$$\begin{cases} W_0^1(t) = 1.0 - t \\ W_1^1(t) = t \\ W_{-1}^i(t) = 0.0 \\ W_j^i(t) = (1.0 - t)W_j^{i-1}(t) + tW_{j-1}^{i-1}(t) \text{ for } i \in [2, O], j \in [0, i] \end{cases} \quad (3)$$

## 1.2 BCurve from cloud points

Given the cloud points made of  $N$  points  $\vec{P}_i$ , the BCurve of order  $N - 1$  passing through the  $N$  points (in the same order  $\vec{P}_0, \vec{P}_1, \vec{P}_2, \dots$  as given in input) can be obtained as follow.

If  $N = 1$  the solution is trivial:  $\vec{C}_0 = \vec{P}_0$ . As well, if  $N = 2$  the solution is trivial:  $\vec{C}_0 = \vec{P}_0$  and  $\vec{C}_1 = \vec{P}_1$ .

If  $N > 2$ , we need first to define the  $N$  values  $t_i$  corresponding to each  $\vec{P}_i$  ( $\vec{B}(t_i) = \vec{P}_i$ ). We will consider here  $t_i$  such as

$$t_i = \frac{L(\vec{P}_i)}{L(\vec{P}_{N-1})} \quad (4)$$

where

$$\begin{cases} L(P_0) = 0.0 \\ L(P_i) = \sum_{j=1}^i \left\| \overrightarrow{P_{j-1}P_j} \right\| \end{cases} \quad (5)$$

then we can calculate the  $C_i$  as follow. We have  $\vec{C}_0 = \vec{P}_0$  and  $\vec{C}_{N-1} = \vec{P}_{N-1}$ , and others  $\vec{C}_i$  can be obtained by solving the linear system below for each dimension:

$$\begin{bmatrix} W_1^{N-1}(t_1) & \dots & W_{N-2}^{N-1}(t_1) \\ \vdots & \ddots & \vdots \\ W_1^{N-1}(t_{N-2}) & \dots & W_{N-2}^{N-1}(t_{N-2}) \end{bmatrix} \begin{bmatrix} C_1 \\ \vdots \\ C_{N-2} \end{bmatrix} = \begin{bmatrix} P_1 - (W_0^{N-1}(t_1)P_0 + W_{N-1}^{N-1}(t_1)P_{N-1}) \\ \vdots \\ P_{N-2} - (W_0^{N-1}(t_{N-2})P_0 + W_{N-1}^{N-1}(t_{N-2})P_{N-1}) \end{bmatrix} \quad (6)$$

## 1.3 BBody definition

A BBody  $A$  is defined by its input dimension  $D_i \in \mathbb{N}_+^*$ , its output dimension  $D_o \in \mathbb{N}_+^*$ , its order  $O \in \mathbb{N}_+$  and its  $(O + 1)^{D_i}$  control points  $\vec{C}_i \in \mathbb{R}^{D_o}$ . Control points indices are ordered as follow (for an example BBody with  $D_i = 3$ ):  $(0,0,0), (0,0,1), \dots, (0,0,O+1), (0,1,0), (0,1,1), \dots$

Note that if  $D_i$  is equal to 1, a BBody is equivalent to a BCurve.

The function  $\vec{A}() : [0.0, 1.0]^{D_i} \mapsto \mathbb{R}^{D_o}$  associated to the BBody  $A$  is defined by:

$$\vec{A}(\vec{u}) = \vec{R}_A(\vec{0}, \vec{u}, 0) \quad (7)$$

where

$$\begin{cases} \vec{R}_A(\vec{c}, \vec{u}, d) = \overrightarrow{B_{\{\vec{C}_{I(\vec{c}, d)}\}}}(u_d) & \text{if } d = D_i - 1 \\ \vec{R}_A(\vec{c}, \vec{u}, d) = \overrightarrow{B_{\{\vec{R}_S(\{\vec{c}\}_d, \vec{u}, d+1)\}}}(u_d) & \text{if } d \neq D_i - 1 \end{cases} \quad (8)$$

where  $\overrightarrow{B_{\{\bullet\}}}$  is the BCurve of dimension  $D_o$ , order  $O$  and control points  $\bullet$ . And  $\{\vec{C}_{I(\vec{c}, d)}\}$  is the set of control points of S of indices:

$$\{I(\vec{c}, d)\} = \{ \sum_{i \in [0, D_i-1] | i \neq d} (O^{(D_i-1-i)} c_i) + O^{(D_i-1-d)} j \}_{j \in [0, O]} \quad (9)$$

and  $\{\vec{R}_A(\{\vec{c}\}_d, \vec{u}, d')\}$  is the set of intermediate control points calculated for:

$$\{\vec{c}\}_d = \{\overrightarrow{(c_0, c_1, \dots, c_{d-1}, j, c_{d+1}, \dots, c_{D_i-1})}\}_{j \in [0, O]} \quad (10)$$

## 2 Interface

```
// ===== BCURVE.H =====

#ifndef BCURVE_H
#define BCURVE_H

// ===== Include =====

#include <stdlib.h>
#include <stdio.h>
#include <math.h>
#include <string.h>
#include <stdbool.h>
#include "pberr.h"
#include "pbmath.h"
#include "gset.h"
#include "shapoid.h"

// ===== Define =====

// ===== Polymorphism =====

#define BCurveTranslate(Curve, Vec) _Generic(Vec, \
    VecFloat*: _BCurveTranslate, \
    VecFloat2D*: _BCurveTranslate, \
    VecFloat3D*: _BCurveTranslate, \
    default: PBErrInvalidPolymorphism)(Curve, (VecFloat*)(Vec))

#define SCurveTranslate(Curve, Vec) _Generic(Vec, \
    VecFloat*: _SCurveTranslate, \
    VecFloat2D*: _SCurveTranslate, \
    VecFloat3D*: _SCurveTranslate, \
```

```

    default: PBErrInvalidPolymorphism)(Curve, (VecFloat*)(Vec))

#define BBodyTranslate(Body, Vec) _Generic(Vec, \
    VecFloat*: _BBodyTranslate, \
    VecFloat2D*: _BBodyTranslate, \
    VecFloat3D*: _BBodyTranslate, \
    default: PBErrInvalidPolymorphism)(Body, (VecFloat*)(Vec))

#define BCurveScaleOrigin(Curve, Scale) _Generic(Scale, \
    VecFloat*: _BCurveScaleOriginVector, \
    float: _BCurveScaleOriginScalar, \
    default: PBErrInvalidPolymorphism)(Curve, Scale)

#define BCurveScaleStart(Curve, Scale) _Generic(Scale, \
    VecFloat*: _BCurveScaleStartVector, \
    float: _BCurveScaleStartScalar, \
    default: PBErrInvalidPolymorphism)(Curve, Scale)

#define BCurveScaleCenter(Curve, Scale) _Generic(Scale, \
    VecFloat*: _BCurveScaleCenterVector, \
    float: _BCurveScaleCenterScalar, \
    default: PBErrInvalidPolymorphism)(Curve, Scale)

#define BBodyScaleOrigin(Body, Scale) _Generic(Scale, \
    VecFloat*: _BBodyScaleOriginVector, \
    float: _BBodyScaleOriginScalar, \
    default: PBErrInvalidPolymorphism)(Body, Scale)

#define BBodyScaleStart(Body, Scale) _Generic(Scale, \
    VecFloat*: _BBodyScaleStartVector, \
    float: _BBodyScaleStartScalar, \
    default: PBErrInvalidPolymorphism)(Body, Scale)

#define BBodyScaleCenter(Body, Scale) _Generic(Scale, \
    VecFloat*: _BBodyScaleCenterVector, \
    float: _BBodyScaleCenterScalar, \
    default: PBErrInvalidPolymorphism)(Body, Scale)

#define SCurveScaleOrigin(Curve, Scale) _Generic(Scale, \
    VecFloat*: _SCurveScaleOriginVector, \
    float: _SCurveScaleOriginScalar, \
    default: PBErrInvalidPolymorphism)(Curve, Scale)

#define SCurveScaleStart(Curve, Scale) _Generic(Scale, \
    VecFloat*: _SCurveScaleStartVector, \
    float: _SCurveScaleStartScalar, \
    default: PBErrInvalidPolymorphism)(Curve, Scale)

#define SCurveScaleCenter(Curve, Scale) _Generic(Scale, \
    VecFloat*: _SCurveScaleCenterVector, \
    float: _SCurveScaleCenterScalar, \
    default: PBErrInvalidPolymorphism)(Curve, Scale)

#define BBodyGetIndexCtrl(Body, ICtrl) _Generic(ICtrl, \
    VecShort*: _BBodyGetIndexCtrl, \
    VecShort2D*: _BBodyGetIndexCtrl, \
    VecShort3D*: _BBodyGetIndexCtrl, \
    VecShort4D*: _BBodyGetIndexCtrl, \
    default: PBErrInvalidPolymorphism)(Body, (VecShort*)(ICtrl))

#define BBodyGet(Body, U) _Generic(U, \
    VecFloat*: _BBodyGet, \

```

```

VecFloat2D*: _BBodyGet, \
VecFloat3D*: _BBodyGet, \
default: PBErrInvalidPolymorphism)(Body, (VecFloat*)(U))

#define BBodyCtrl(Body, ICtrl) _Generic(ICtrl, \
    VecShort*: _BBodyCtrl, \
    VecShort2D*: _BBodyCtrl, \
    VecShort3D*: _BBodyCtrl, \
    VecShort4D*: _BBodyCtrl, \
    default: PBErrInvalidPolymorphism)(Body, (VecShort*)(ICtrl))

#define BBodySetCtrl(Body, ICtrl, Vec) _Generic(ICtrl, \
    VecShort*: _Generic(Vec, \
        VecFloat*: _BBodySetCtrl, \
        VecFloat2D*: _BBodySetCtrl, \
        VecFloat3D*: _BBodySetCtrl, \
        default: PBErrInvalidPolymorphism), \
    VecShort2D*: _Generic(Vec, \
        VecFloat*: _BBodySetCtrl, \
        VecFloat2D*: _BBodySetCtrl, \
        VecFloat3D*: _BBodySetCtrl, \
        default: PBErrInvalidPolymorphism), \
    VecShort3D*: _Generic(Vec, \
        VecFloat*: _BBodySetCtrl, \
        VecFloat2D*: _BBodySetCtrl, \
        VecFloat3D*: _BBodySetCtrl, \
        default: PBErrInvalidPolymorphism), \
    VecShort4D*: _Generic(Vec, \
        VecFloat*: _BBodySetCtrl, \
        VecFloat2D*: _BBodySetCtrl, \
        VecFloat3D*: _BBodySetCtrl, \
        default: PBErrInvalidPolymorphism), \
    default: PBErrInvalidPolymorphism)(Body, (VecShort*)(ICtrl), \
        (VecFloat*)(Vec))

// ===== Data structure =====

typedef struct BCurve {
    // Order
    int _order;
    // Dimension
    int _dim;
    // array of (_order + 1) control points (vectors of dimension _dim)
    // defining the curve
    VecFloat** _ctrl;
} BCurve;

typedef struct SCurve {
    // Order
    int _order;
    // Dimension
    int _dim;
    // Number of segments (one segment equals one BCurve)
    int _nbSeg;
    // Set of BCurve
    GSet _seg;
    // Set of control points
    GSet _ctrl;
} SCurve;

typedef struct SCurveIter {
    // Attached SCurve

```

```

    SCurve* _curve;
    // Current position
    float _curPos;
    // Step delta
    float _delta;
} SCurveIter;

typedef struct BBody {
    // Order
    int _order;
    // Dimensions (input/output) (for example (2,3) gives a surface in 3D)
    VecShort2D _dim;
    // ((_order + 1) ^ _dim[0]) control points of the surface
    // they are ordered as follow:
    // (0,0,0),(0,0,1),...,(0,0,order+1),(0,1,0),(0,1,1),...
    VecFloat** _ctrl;
} BBody;

// ===== Functions declaration =====

// Create a new BCurve of order 'order' and dimension 'dim'
BCurve* BCurveCreate(int order, int dim);

// Clone the BCurve
BCurve* BCurveClone(BCurve* that);

// Load the BCurve from the stream
// If the BCurve is already allocated, it is freed before loading
// Return true upon success, false else
bool BCurveLoad(BCurve** that, FILE* stream);

// Save the BCurve to the stream
// Return true upon success, false else
bool BCurveSave(BCurve* that, FILE* stream);

// Free the memory used by a BCurve
void BCurveFree(BCurve** that);

// Print the BCurve on 'stream'
void BCurvePrint(BCurve* that, FILE* stream);

// Set the value of the iCtrl-th control point to v
#if BUILDMODE != 0
inline
#endif
void BCurveSetCtrl(BCurve* that, int iCtrl, VecFloat* v);

// Get a copy of the iCtrl-th control point
#if BUILDMODE != 0
inline
#endif
VecFloat* BCurveGetCtrl(BCurve* that, int iCtrl);

// Get the iCtrl-th control point
#if BUILDMODE != 0
inline
#endif
VecFloat* BCurveCtrl(BCurve* that, int iCtrl);

// Get the value of the BCurve at paramater 'u'
// u can extend beyond [0.0, 1.0]
VecFloat* BCurveGet(BCurve* that, float u);

```

```

// Get the order of the BCurve
#if BUILDMODE != 0
inline
#endif
int BCurveGetOrder(BCurve* that);

// Get the dimension of the BCurve
#if BUILDMODE != 0
inline
#endif
int BCurveGetDim(BCurve* that);

// Get the approximate length of the BCurve (sum of dist between
// control points)
#if BUILDMODE != 0
inline
#endif
float BCurveGetApproxLen(BCurve* that);

// Return the center of the BCurve (average of control points)
#if BUILDMODE != 0
inline
#endif
VecFloat* BCurveGetCenter(BCurve* that);

// Rotate the curve CCW by 'theta' radians relatively to the origin
// of the coordinates system
#if BUILDMODE != 0
inline
#endif
void BCurveRotOrigin(BCurve* that, float theta);

// Rotate the curve CCW by 'theta' radians relatively to its
// first control point
#if BUILDMODE != 0
inline
#endif
void BCurveRotStart(BCurve* that, float theta);

// Rotate the curve CCW by 'theta' radians relatively to its
// center
#if BUILDMODE != 0
inline
#endif
void BCurveRotCenter(BCurve* that, float theta);

// Scale the curve by 'v' relatively to the origin
// of the coordinates system
#if BUILDMODE != 0
inline
#endif
void _BCurveScaleOriginVector(BCurve* that, VecFloat* v);

// Scale the curve by 'c' relatively to the origin
// of the coordinates system
#if BUILDMODE != 0
inline
#endif
void _BCurveScaleOriginScalar(BCurve* that, float c);

// Scale the curve by 'v' relatively to its origin

```



```

// (first control point)
#if BUILDMODE != 0
inline
#endif
void _BCurveScaleStartVector(BCurve* that, VecFloat* v);

// Scale the curve by 'c' relatively to its origin
// (first control point)
#if BUILDMODE != 0
inline
#endif
void _BCurveScaleStartScalar(BCurve* that, float c);

// Scale the curve by 'v' relatively to its center
// (average of control points)
#if BUILDMODE != 0
inline
#endif
void _BCurveScaleCenterVector(BCurve* that, VecFloat* v);

// Scale the curve by 'c' relatively to its center
// (average of control points)
#if BUILDMODE != 0
inline
#endif
void _BCurveScaleCenterScalar(BCurve* that, float c);

// Translate the curve by 'v'
#if BUILDMODE != 0
inline
#endif
void _BCurveTranslate(BCurve* that, VecFloat* v);

// Create a BCurve which pass through the points given in the GSet 'set'
// The GSet must contains VecFloat of same dimensions
// The BCurve pass through the points in the order they are given
// in the GSet. The points don't need to be uniformly distributed
// The created BCurve is of same dimension as the VecFloat and of order
// equal to the number of VecFloat in 'set' minus one
// Return NULL if it couldn't create the BCurve
BCurve* BCurveFromCloudPoint(GSet* set);

// Get a VecFloat of dimension equal to the number of control points
// Values of the VecFloat are the weight of each control point in the
// BCurve given the curve's order and the value of 't' (in [0.0,1.0])
VecFloat* BCurveGetWeightCtrlPt(BCurve* that, float t);

// Get the bounding box of the BCurve.
// Return a Facoid whose axis are aligned on the standard coordinate
// system.
Facoid* BCurveGetBoundingBox(BCurve* that);

// Create a new SCurve of dimension 'dim', order 'order' and
// 'nbSeg' segments
SCurve* SCurveCreate(int order, int dim, int nbSeg);

// Clone the SCurve
SCurve* SCurveClone(SCurve* that);

// Load the SCurve from the stream
// If the SCurve is already allocated, it is freed before loading
// Return true in case of success, false else

```

```

bool SCurveLoad(SCurve** that, FILE* stream);

// Save the SCurve to the stream
// Return true upon success, false else
bool SCurveSave(SCurve* that, FILE* stream);

// Free the memory used by a SCurve
void SCurveFree(SCurve** that);

// Print the SCurve on 'stream'
void SCurvePrint(SCurve* that, FILE* stream);

// Get the number of BCurve in the SCurve
#if BUILDMODE != 0
inline
#endif
int SCurveGetNbSeg(SCurve* that);

// Get the dimension of the SCurve
#if BUILDMODE != 0
inline
#endif
int SCurveGetDim(SCurve* that);

// Get the order of the SCurve
#if BUILDMODE != 0
inline
#endif
int SCurveGetOrder(SCurve* that);

// Get the number of control point in the SCurve
#if BUILDMODE != 0
inline
#endif
int SCurveGetNbCtrl(SCurve* that);

// Get a clone of the 'iCtrl'-th control point
#if BUILDMODE != 0
inline
#endif
VecFloat* SCurveGetCtrl(SCurve* that, int iCtrl);

// Set the 'iCtrl'-th control point to 'v'
#if BUILDMODE != 0
inline
#endif
void SCurveSetCtrl(SCurve* that, int iCtrl, VecFloat* v);

// Get the 'iCtrl'-th control point
#if BUILDMODE != 0
inline
#endif
VecFloat* SCurveCtrl(SCurve* that, int iCtrl);

// Get the GSet of control points of the SCurve 'that'
#if BUILDMODE != 0
inline
#endif
GSet* SCurveCtrls(SCurve* that);

// Get a clone of the 'iSeg'-th segment
#if BUILDMODE != 0

```

```

inline
#endif
BCurve* SCurveGetSeg(SCurve* that, int iSeg);

// Get the 'iSeg'-th segment
#if BUILDMODE != 0
inline
#endif
BCurve* SCurveSeg(SCurve* that, int iSeg);

// Get the GSet of segments of the SCurve 'that'
#if BUILDMODE != 0
inline
#endif
GSet* SCurveSegs(SCurve* that);

// Add one segment at the end of the curve (controls are set to
// vectors null, except the first one which the last one of the current
// last segment)
void SCurveAddSegTail(SCurve* that);

// Add one segment at the head of the curve (controls are set to
// vectors null, except the last one which the first one of the current
// first segment)
void SCurveAddSegHead(SCurve* that);

// Remove the first segment of the curve (which must have more than one
// segment)
void SCurveRemoveHeadSeg(SCurve* that);

// Remove the last segment of the curve (which must have more than one
// segment)
void SCurveRemoveTailSeg(SCurve* that);

// Get the approximate length of the SCurve (sum of approxLen
// of its BCurves)
#if BUILDMODE != 0
inline
#endif
float SCurveGetApproxLen(SCurve* that);

// Return the center of the SCurve (average of control points)
#if BUILDMODE != 0
inline
#endif
VecFloat* SCurveGetCenter(SCurve* that);

// Get the value of the SCurve at paramater 'u'
// The value is equal to the value of the floor(u)-th segment at
// value (u - floor(u))
// u can extend beyond [0.0, _nbSeg]
#if BUILDMODE != 0
inline
#endif
VecFloat* SCurveGet(SCurve* that, float u);

// Return the max value for the parameter 'u' of SCurveGet
#if BUILDMODE != 0
inline
#endif
float SCurveGetMaxU(SCurve* that);

```

```

// Get the bounding box of the SCurve.
// Return a Facoid whose axis are aligned on the standard coordinate
// system.
Facoid* SCurveGetBoundingBox(SCurve* that);

// Rotate the curve CCW by 'theta' radians relatively to the origin
// of the coordinates system
#if BUILDMODE != 0
inline
#endif
void SCurveRotOrigin(SCurve* that, float theta);

// Rotate the curve CCW by 'theta' radians relatively to its
// first control point
#if BUILDMODE != 0
inline
#endif
void SCurveRotStart(SCurve* that, float theta);

// Rotate the curve CCW by 'theta' radians relatively to its
// center
#if BUILDMODE != 0
inline
#endif
void SCurveRotCenter(SCurve* that, float theta);

// Scale the curve by 'v' relatively to the origin
// of the coordinates system
#if BUILDMODE != 0
inline
#endif
void _SCurveScaleOriginVector(SCurve* that, VecFloat* v);

// Scale the curve by 'c' relatively to the origin
// of the coordinates system
#if BUILDMODE != 0
inline
#endif
void _SCurveScaleOriginScalar(SCurve* that, float c);

// Scale the curve by 'v' relatively to its origin
// (first control point)
#if BUILDMODE != 0
inline
#endif
void _SCurveScaleStartVector(SCurve* that, VecFloat* v);

// Scale the curve by 'c' relatively to its origin
// (first control point)
#if BUILDMODE != 0
inline
#endif
void _SCurveScaleStartScalar(SCurve* that, float c);

// Scale the curve by 'v' relatively to its center
// (average of control points)
#if BUILDMODE != 0
inline
#endif
void _SCurveScaleCenterVector(SCurve* that, VecFloat* v);

// Scale the curve by 'c' relatively to its center

```

```

// (average of control points)
#if BUILDMODE != 0
inline
#endif
void _SCurveScaleCenterScalar(SCurve* that, float c);

// Translate the curve by 'v'
#if BUILDMODE != 0
inline
#endif
void _SCurveTranslate(SCurve* that, VecFloat* v);

// Create a new SCurveIter attached to the SCurve 'curve' with a step
// of 'delta'
SCurveIter SCurveIterCreateStatic(SCurve* curve, float delta);

// Set the attached SCurve of the SCurveIter 'that' to 'curve'
#if BUILDMODE != 0
inline
#endif
void SCurveIterSetCurve(SCurveIter* that, SCurve* curve);

// Set the delta of the SCurveIter 'that' to 'delta'
#if BUILDMODE != 0
inline
#endif
void SCurveIterSetDelta(SCurveIter* that, float delta);

// Get the attached curve of the SCurveIter 'that'
#if BUILDMODE != 0
inline
#endif
SCurve* SCurveIterCurve(SCurveIter* that);

// Get the delta of the SCurveIter 'that'
#if BUILDMODE != 0
inline
#endif
float SCurveIterGetDelta(SCurveIter* that);

// Init the SCurveIter 'that'
#if BUILDMODE != 0
inline
#endif
void SCurveIterInit(SCurveIter* that);

// Step the SCurveIter 'that'
// Return false if it couldn't step, true else
#if BUILDMODE != 0
inline
#endif
bool SCurveIterStep(SCurveIter* that);

// Step back the SCurveIter 'that'
// Return false if it couldn't step, true else
#if BUILDMODE != 0
inline
#endif
bool SCurveIterStepP(SCurveIter* that);

// Get the current value of the internal parameter of the
// SCurveIter 'that'

```

```

#if BUILDMODE != 0
inline
#endif
float SCurveIterGetPos(SCurveIter* that);

// Get the current value of the attached SCurve at the current
// internal position of the SCurveIter 'that'
#if BUILDMODE != 0
inline
#endif
VecFloat* SCurveIterGet(SCurveIter* that);

// Create a new BBody of order 'order' and dimension 'dim'
// Controls are initialized with null vectors
BBody* BBodyCreate(int order, VecShort2D* dim);

// Free the memory used by a BBody
void BBodyFree(BBody** that);

// Set the value of the iCtrl-th control point to v
#if BUILDMODE != 0
inline
#endif
void _BBodySetCtrl(BBody* that, VecShort* iCtrl, VecFloat* v);

// Get the value of the BBody at paramater 'u'
// u can extend beyond [0.0, 1.0]
VecFloat* _BBodyGet(BBody* that, VecFloat* u);

// Get the number of control points of the BBody 'that'
#if BUILDMODE != 0
inline
#endif
int BBodyGetNbCtrl(BBody* that);

// Get the the 'iCtrl'-th control point of 'that'
#if BUILDMODE != 0
inline
#endif
VecFloat* _BBodyCtrl(BBody* that, VecShort* iCtrl);

// Get the index in _ctrl of the 'iCtrl' control point of 'that'
#if BUILDMODE != 0
inline
#endif
int _BBodyGetIndexCtrl(BBody* that, VecShort* iCtrl);

// Get the order of the BBody 'that'
#if BUILDMODE != 0
inline
#endif
int BBodyGetOrder(BBody* that);

// Get the dimensions of the BBody 'that'
#if BUILDMODE != 0
inline
#endif
VecShort2D* BBodyDim(BBody* that);

// Get a copy of the dimensions of the BBody 'that'
#if BUILDMODE != 0
inline

```

```

#endif
VecShort2D BBodyGetDim(BBody* that);

// Return a clone of the BBody 'that'
BBody* BBodyClone(BBody* that);

// Print the BBody 'that' on the stream 'stream'
void BBodyPrint(BBody* that, FILE* stream);

// Load the BBody from the stream
// If the BBody is already allocated, it is freed before loading
// Return true upon success, false else
bool BBodyLoad(BBody** that, FILE* stream);

// Save the BBody to the stream
// Return true upon success, false else
bool BBodySave(BBody* that, FILE* stream);

// Return the center of the BBody (average of control points)
#if BUILDMODE != 0
inline
#endif
VecFloat* BBodyGetCenter(BBody* that);

// Translate the BBody by 'v'
#if BUILDMODE != 0
inline
#endif
void _BBodyTranslate(BBody* that, VecFloat* v);

// Scale the curve by 'v' relatively to the origin
// of the coordinates system
#if BUILDMODE != 0
inline
#endif
void _BBodyScaleOriginVector(BBody* that, VecFloat* v);

// Scale the curve by 'c' relatively to the origin
// of the coordinates system
#if BUILDMODE != 0
inline
#endif
void _BBodyScaleOriginScalar(BBody* that, float c);

// Scale the curve by 'v' relatively to its origin
// (first control point)
#if BUILDMODE != 0
inline
#endif
void _BBodyScaleStartVector(BBody* that, VecFloat* v);

// Scale the curve by 'c' relatively to its origin
// (first control point)
#if BUILDMODE != 0
inline
#endif
void _BBodyScaleStartScalar(BBody* that, float c);

// Scale the curve by 'v' relatively to its center
// (average of control points)
#if BUILDMODE != 0
inline

```

```

#endif
void _BBodyScaleCenterVector(BBody* that, VecFloat* v);

// Scale the curve by 'c' relatively to its center
// (average of control points)
#if BUILDMODE != 0
inline
#endif
void _BBodyScaleCenterScalar(BBody* that, float c);

// Get the bounding box of the BBody.
// Return a Facoid whose axis are aligned on the standard coordinate
// system.
Facoid* BBodyGetBoundingBox(BBody* that);

// Rotate the BBody by 'theta' relatively to the origin
// of the coordinates system around 'axis'
// dim[1] of BBody must be 3
#if BUILDMODE != 0
inline
#endif
void BBodyRotAxisOrigin(BBody* that, VecFloat3D* axis, float theta);

// Rotate the BBody by 'theta' relatively to the center
// of the body around 'axis'
// dim[1] of BBody must be 3
#if BUILDMODE != 0
inline
#endif
void BBodyRotAxisCenter(BBody* that, VecFloat3D* axis, float theta);

// Rotate the BBody by 'theta' relatively to the first control point
// of the body around 'axis'
// dim[1] of BBody must be 3
#if BUILDMODE != 0
inline
#endif
void BBodyRotAxisStart(BBody* that, VecFloat3D* axis, float theta);

// Rotate the BBody by 'theta' relatively to the origin
// of the coordinates system around X
// dim[1] of BBody must be 3
#if BUILDMODE != 0
inline
#endif
void BBodyRotXOrigin(BBody* that, float theta);

// Rotate the BBody by 'theta' relatively to the center
// of the body around X
// dim[1] of BBody must be 3
#if BUILDMODE != 0
inline
#endif
void BBodyRotXCenter(BBody* that, float theta);

// Rotate the BBody by 'theta' relatively to the first control point
// of the body around X
// dim[1] of BBody must be 3
#if BUILDMODE != 0
inline
#endif
void BBodyRotXStart(BBody* that, float theta);

```



```

// Rotate the BBody by 'theta' relatively to the origin
// of the coordinates system around Y
// dim[1] of BBody must be 3
#if BUILDMODE != 0
inline
#endif
void BBodyRotYOrigin(BBody* that, float theta);

// Rotate the BBody by 'theta' relatively to the center
// of the body around Y
// dim[1] of BBody must be 3
#if BUILDMODE != 0
inline
#endif
void BBodyRotYCenter(BBody* that, float theta);

// Rotate the BBody by 'theta' relatively to the first control point
// of the body around Y
// dim[1] of BBody must be 3
#if BUILDMODE != 0
inline
#endif
void BBodyRotYStart(BBody* that, float theta);

// Rotate the BBody by 'theta' relatively to the origin
// of the coordinates system around Z
// dim[1] of BBody must be 3
#if BUILDMODE != 0
inline
#endif
void BBodyRotZOrigin(BBody* that, float theta);

// Rotate the BBody by 'theta' relatively to the center
// of the body around Z
// dim[1] of BBody must be 3
#if BUILDMODE != 0
inline
#endif
void BBodyRotZCenter(BBody* that, float theta);

// Rotate the BBody by 'theta' relatively to the first control point
// of the body around Z
// dim[1] of BBody must be 3
#if BUILDMODE != 0
inline
#endif
void BBodyRotZStart(BBody* that, float theta);

// ===== Inliner =====

#if BUILDMODE != 0
#include "bcurve-inline.c"
#endif

#endif

```

## 3 Code

### 3.1 bcurve.c

```
// ===== BCURVE.C =====

// ===== Include =====

#include "bcurve.h"
#if BUILDMODE == 0
#include "bcurve-inline.c"
#endif

// ===== Functions declaration =====

// Recursive function to calculate the value of a BBody
VecFloat* BBodyGetRec(BBody *that, BCurve *curve,
    VecShort *iCtrl, VecFloat *u, int iDimIn);

// ===== Functions implementation =====

// Create a new BCurve of order 'order' and dimension 'dim'
BCurve* BCurveCreate(int order, int dim) {
#if BUILDMODE == 0
    if (order < 0) {
        BCurveErr->_type = PBErrTypeInvalidArg;
        sprintf(BCurveErr->_msg, "Invalid order (%d>=0)", order);
        PBErrCatch(BCurveErr);
    }
    if (dim < 1) {
        BCurveErr->_type = PBErrTypeInvalidArg;
        sprintf(BCurveErr->_msg, "Invalid dimension (%d>=1)", dim);
        PBErrCatch(BCurveErr);
    }
#endif
    // Allocate memory
    BCurve* that = PBErrMalloc(BCurveErr, sizeof(BCurve));
    // Set the values
    that->_dim = dim;
    that->_order = order;
    // Allocate memory for the array of control points
    that->_ctrl = PBErrMalloc(BCurveErr, sizeof(VecFloat*) * (order + 1));
    // For each control point
    for (int iCtrl = order + 1; iCtrl--;)
        // Allocate memory
        that->_ctrl[iCtrl] = VecFloatCreate(dim);
    // Return the new BCurve
    return that;
}

// Clone the BCurve
BCurve* BCurveClone(BCurve* that) {
#if BUILDMODE == 0
    if (that == NULL) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'that' is null");
        PBErrCatch(BCurveErr);
    }
#endif
    // Allocate memory for the clone
    BCurve* clone = PBErrMalloc(BCurveErr, sizeof(BCurve));
```

```

    // Clone the properties
    clone->_dim = that->_dim;
    clone->_order = that->_order;
    // Allocate memory for the array of control points
    clone->_ctrl = PBErrMalloc(BCurveErr, sizeof(VecFloat*) *
        (clone->_order + 1));
    // For each control point
    for (int iCtrl = clone->_order + 1; iCtrl--;)
        // Clone the control point
        clone->_ctrl[iCtrl] = VecClone(that->_ctrl[iCtrl]);
    // Return the clone
    return clone;
}

// Load the BCurve from the stream
// If the BCurve is already allocated, it is freed before loading
// Return true upon success, false else
bool BCurveLoad(BCurve** that, FILE* stream) {
#ifdef BUILDMODE == 0
    if (that == NULL) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'that' is null");
        PBErrCatch(BCurveErr);
    }
    if (stream == NULL) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'stream' is null");
        PBErrCatch(BCurveErr);
    }
#endif
    // If 'that' is already allocated
    if (*that != NULL)
        // Free memory
        BCurveFree(that);
    // Read the order and dimension
    int order;
    int dim;
    int ret = fscanf(stream, "%d %d", &order, &dim);
    // If we couldn't read
    if (ret == EOF)
        return false;
    // Allocate memory
    *that = BCurveCreate(order, dim);
    // For each control point
    for (int iCtrl = 0; iCtrl < (order + 1); ++iCtrl) {
        // Load the control point
        ret = VecLoad((*that)->_ctrl + iCtrl, stream);
        // If we couldn't read the control point or the control point
        // is not of the correct dimension
        if (ret == false || VecGetDim((*that)->_ctrl[iCtrl]) != (*that)->_dim)
            return false;
    }
    // Return success code
    return true;
}

// Save the BCurve to the stream
// Return true upon success, false else
bool BCurveSave(BCurve* that, FILE* stream) {
#ifdef BUILDMODE == 0
    if (that == NULL) {
        BCurveErr->_type = PBErrTypeNullPointer;

```

```

        sprintf(BCurveErr->_msg, "'that' is null");
        PBErrCatch(BCurveErr);
    }
    if (stream == NULL) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'stream' is null");
        PBErrCatch(BCurveErr);
    }
#endif
    // Save the order and dimension
    int ret = fprintf(stream, "%d %d\n", that->_order, that->_dim);
    // If the fprintf failed
    if (ret < 0)
        // Stop here
        return false;
    // For each control point
    for (int iCtrl = 0; iCtrl < that->_order + 1; ++iCtrl) {
        // Save the control point
        ret = VecSave(that->_ctrl[iCtrl], stream);
        // If we couldn't save the control point
        if (ret == false)
            // Stop here
            return false;
    }
    // Return success code
    return true;
}

// Free the memory used by a BCurve
void BCurveFree(BCurve** that) {
    // Check argument
    if (that == NULL || *that == NULL)
        return;
    // If there are control points
    if ((*that)->_ctrl != NULL)
        // For each control point
        for (int iCtrl = (*that)->_order + 1; iCtrl--;)
            // Free the control point
            VecFree((*that)->_ctrl + iCtrl);
    // Free the array of control points
    free((*that)->_ctrl);
    // Free memory
    free(*that);
    *that = NULL;
}

// Print the BCurve on 'stream'
void BCurvePrint(BCurve* that, FILE* stream) {
#ifdef BUILDMODE == 0
    if (that == NULL) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'that' is null");
        PBErrCatch(BCurveErr);
    }
    if (stream == NULL) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'stream' is null");
        PBErrCatch(BCurveErr);
    }
#endif
    // Print the order and dim
    fprintf(stream, "order(%d) dim(%d) ", that->_order, that->_dim);

```

```

// For each control point
for (int iCtrl = 0; iCtrl < that->_order + 1; ++iCtrl) {
    VecPrint(that->_ctrl[iCtrl], stream);
    if (iCtrl < that->_order)
        fprintf(stream, " ");
}
}

// Get the value of the BCurve at paramater 'u'
// u can extend beyond [0.0, 1.0]
VecFloat* BCurveGet(BCurve* that, float u) {
#ifdef BUILDMODE == 0
    if (that == NULL) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'that' is null");
        PBErrCatch(BCurveErr);
    }
#endif
    // Allocate memory for the result
    VecFloat* v = VecFloatCreate(that->_dim);
    // Declare a variable for calcul
    VecFloat* val = VecFloatCreate(that->_order + 1);
    // Loop on dimension
    for (int dim = that->_dim; dim--;) {
        // Initialise the temporary variable with the value in current
        // dimension of the control points
        for (int iCtrl = 0; iCtrl < that->_order + 1; ++iCtrl)
            VecSet(val, iCtrl, VecGet(that->_ctrl[iCtrl], dim));
        // Loop on order
        int subOrder = that->_order;
        while (subOrder != 0) {
            // Loop on sub order
            for (int order = 0; order < subOrder; ++order)
                VecSet(val, order,
                    (1.0 - u) * VecGet(val, order) + u * VecGet(val, order + 1));
            --subOrder;
        }
        // Set the value for the current dim
        VecSet(v, dim, VecGet(val, 0));
    }
    // Free memory
    VecFree(&val);
    // Return the result
    return v;
}

// Create a BCurve which pass through the points given in the GSet 'set'
// The GSet must contains VecFloat of same dimensions
// The BCurve pass through the points in the order they are given
// in the GSet. The points don't need to be uniformly distributed
// The created BCurve is of same dimension as the VecFloat and of order
// equal to the number of VecFloat in 'set' minus one
// Return NULL if it couldn't create the BCurve
BCurve* BCurveFromCloudPoint(GSet* set) {
#ifdef BUILDMODE == 0
    if (set == NULL) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'set' is null");
        PBErrCatch(BCurveErr);
    }
    if (set->_nbElem < 1) {
        BCurveErr->_type = PBErrTypeInvalidArg;
    }

```

```

        sprintf(BCurveErr->_msg, "'set' is empty");
        PBErrCatch(BCurveErr);
    }
#endif
    // Declare a variable to memorize the result
    int order = set->_nbElem - 1;
    int dim = VecGetDim((VecFloat*)(set->_head->_data));
    BCurve* curve = BCurveCreate(order, dim);
    // Set the first control point to the first point in the point cloud
    BCurveSetCtrl(curve, 0, (VecFloat*)(set->_head->_data));
    // If the order is greater than 0
    if (order > 0) {
        // Set the last control point to the last point in the point cloud
        BCurveSetCtrl(curve, order, (VecFloat*)(set->_tail->_data));
        // If the order is greater than 1
        if (order > 1) {
            // Calculate the t values for intermediate control points
            // They are equal to the relative distance on the polyline
            // linking the point in the point cloud
            // Declare a variable to memorize the dimension of the matrix
            // in the linear system to solve
            VecShort2D dimMat = VecShortCreateStatic2D();
            // Declare a variable to memorize the t values
            VecFloat* t = VecFloatCreate(set->_nbElem);
            // Set the dimensions of the matrix of the linear system
            VecSet(&dimMat, 0, order - 1);
            VecSet(&dimMat, 1, order - 1);
            // For each point
            GSetElem* elem = set->_head->_next;
            int iPoint = 1;
            while (elem != NULL) {
                // Get the distance from the previous point
                float d = VecDist((VecFloat*)(elem->_prev->_data),
                    (VecFloat*)(elem->_data));
                VecSet(t, iPoint, d + VecGet(t, iPoint - 1));
                ++iPoint;
                elem = elem->_next;
            }
            // Normalize t
            for (iPoint = 1; iPoint <= order; ++iPoint)
                VecSet(t, iPoint, VecGet(t, iPoint) / VecGet(t, order));
            // For each dimension
            for (int iDim = dim; iDim--;) {
                // Declare a variable to memorize the matrix and vector
                // of the linear system
                MatFloat* m = MatFloatCreate(&dimMat);
                VecFloat* v = VecFloatCreate(order - 1);
                // Set the values of the linear system
                // For each line (equivalent to each intermediate point
                // in point cloud)
                for (VecSet(&dimMat, 1, 0);
                    VecGet(&dimMat, 1) < order - 1;
                    VecSet(&dimMat, 1, VecGet(&dimMat, 1) + 1)) {
                    // Get the weight of the control point at the value
                    // of t for this point
                    VecFloat* weight =
                        BCurveGetWeightCtrlPt(curve, VecGet(t,
                            VecGet(&dimMat, 1) + 1));
                    // For each intermediate control point
                    for (VecSet(&dimMat, 0, 0);
                        VecGet(&dimMat, 0) < order - 1;
                        VecSet(&dimMat, 0, VecGet(&dimMat, 0) + 1))

```

```

        // Set the matrix value with the corresponding
        // weight
        MatSet(m, &dimMat, VecGet(weight,
            VecGet(&dimMat, 0) + 1));
    // Set the vector value with the corresponding point
    // coordinate
    float x = VecGet((VecFloat*)(GSetGet(set,
        VecGet(&dimMat, 1) + 1)), iDim);
    x -= VecGet(weight, 0) *
        VecGet((VecFloat*)(set->_head->_data), iDim);
    x -= VecGet(weight, order) *
        VecGet((VecFloat*)(set->_tail->_data), iDim);
    VecSet(v, VecGet(&dimMat, 1), x);
    // Free memory
    VecFree(&weight);
}
// Declare a variable to memorize the linear system
SysLinEq* sys = SysLinEqCreate(m, v);
// Solve the system
VecFloat* solSys = SysLinEqSolve(sys);
// If we could solve the linear system
if (solSys != NULL) {
    // Memorize the values of control points for the
    // current dimension
    for (int iCtrl = 1; iCtrl < order; ++iCtrl)
        VecSet(curve->_ctrl[iCtrl], iDim,
            VecGet(solSys, iCtrl - 1));
    // Free memory
    VecFree(&solSys);
} else {
    // Free memory
    SysLinEqFree(&sys);
    VecFree(&v);
    MatFree(&m);
    VecFree(&t);
    BCurveFree(&curve);
    // Return NULL
    return NULL;
}
// Free memory
SysLinEqFree(&sys);
VecFree(&v);
MatFree(&m);
}
// Free memory
VecFree(&t);
}
}
// Return the result
return curve;
}

// Get a VecFloat of dimension equal to the number of control points
// Values of the VecFloat are the weight of each control point in the
// BCurve given the curve's order and the value of 't' (in [0.0,1.0])
VecFloat* BCurveGetWeightCtrlPt(BCurve* that, float t) {
#if BUILDMODE == 0
    if (that == NULL) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'that' is null");
        PBErrCatch(BCurveErr);
    }
}

```

```

    if (t < 0.0 - PB_MATH_EPSILON || t > 1.0 + PB_MATH_EPSILON) {
        BCurveErr->_type = PB_ErrTypeInvalidArg;
        sprintf(BCurveErr->_msg, "'t' is invalid (0.0<=t<=1.0)", t);
        PB_ErrCatch(BCurveErr);
    }
#endif
    // Declare a variable to memorize the result
    VecFloat* res = VecFloatCreate(that->_order + 1);
    // Initilize the two first weights
    VecSet(res, 0, 1.0 - t);
    VecSet(res, 1, t);
    // For each higher order
    for (int order = 1; order < that->_order; ++order) {
        // For each control point at this order, starting by the last one
        // to avoid using a temporary buffer
        for (int iCtrl = order + 2; iCtrl-- && iCtrl != 0;)
            // Calculate the weight of this control point
            VecSet(res, iCtrl,
                (1.0 - t) * VecGet(res, iCtrl) + t * VecGet(res, iCtrl - 1));
        // Calculate the weight of the first control point
        VecSet(res, 0, (1.0 - t) * VecGet(res, 0));
    }
    // Return the result
    return res;
}

// Get the bounding box of the BCurve.
// Return a Facoid whose axis are aligned on the standard coordinate
// system.
Facoid* BCurveGetBoundingBox(BCurve* that) {
    #if BUILD_MODE == 0
        if (that == NULL) {
            BCurveErr->_type = PB_ErrTypeNullPointer;
            sprintf(BCurveErr->_msg, "'that' is null");
            PB_ErrCatch(BCurveErr);
        }
    #endif
    // Declare a variable to memorize the result
    Facoid* res = FacoidCreate(that->_dim);
    // For each dimension
    for (int iDim = that->_dim; iDim--;) {
        // Initialise the bounding box in this dimension
        VecSet(res->_s._pos, iDim, VecGet(that->_ctrl[0], iDim));
        VecSet(res->_s._axis[iDim], iDim, VecGet(that->_ctrl[0], iDim));
        // For each control point
        for (int iCtrl = that->_order + 1; iCtrl--;) {
            // Update the bounding box
            if (VecGet(that->_ctrl[iCtrl], iDim) <
                VecGet(res->_s._pos, iDim))
                VecSet(res->_s._pos, iDim, VecGet(that->_ctrl[iCtrl], iDim));
            if (VecGet(that->_ctrl[iCtrl], iDim) >
                VecGet(ShapoidAxis(res, iDim), iDim))
                VecSet(ShapoidAxis(res, iDim), iDim,
                    VecGet(that->_ctrl[iCtrl], iDim));
        }
        VecSet(ShapoidAxis(res, iDim), iDim,
            VecGet(ShapoidAxis(res, iDim), iDim) -
            VecGet(ShapoidPos(res), iDim));
    }
    // Return the result
    return res;
}

```



```

// Create a new SCurve of dimension 'dim', order 'order' and
// 'nbSeg' segments
SCurve* SCurveCreate(int order, int dim, int nbSeg) {
#ifdef BUILDMODE == 0
    if (order < 0) {
        BCurveErr->_type = PBErrTypeInvalidArg;
        sprintf(BCurveErr->_msg, "Invalid order (%d>=0)", order);
        PBErrCatch(BCurveErr);
    }
    if (dim < 1) {
        BCurveErr->_type = PBErrTypeInvalidArg;
        sprintf(BCurveErr->_msg, "Invalid dimension (%d>=1)", dim);
        PBErrCatch(BCurveErr);
    }
    if (nbSeg < 1) {
        BCurveErr->_type = PBErrTypeInvalidArg;
        sprintf(BCurveErr->_msg, "Invalid number of segment (%d>=1)", nbSeg);
        PBErrCatch(BCurveErr);
    }
#endif
    // Allocate memory
    SCurve* that = PBErrMalloc(BCurveErr, sizeof(SCurve));
    // Set the values
    that->_dim = dim;
    that->_order = order;
    that->_nbSeg = nbSeg;
    // Create the GSet
    that->_ctrl = GSetCreateStatic();
    that->_seg = GSetCreateStatic();
    // For each segment
    for (int iSeg = nbSeg; iSeg--;) {
        // Create a segment
        BCurve* seg = BCurveCreate(order, dim);
        // If it's not the first added segment
        if (iSeg != nbSeg - 1) {
            // Replace the last control points by the current first
            VecFree(seg->_ctrl + order);
            seg->_ctrl[order] = (VecFloat*)(that->_ctrl._head->_data);
            // Add the control points
            for (int iCtrl = order; iCtrl--;)
                GSetPush(&(that->_ctrl), BCurveCtrl(seg, iCtrl));
        }
        // Else, it's the first segment
    } else {
        // Add the control points
        for (int iCtrl = order + 1; iCtrl--;)
            GSetPush(&(that->_ctrl), BCurveCtrl(seg, iCtrl));
    }
    // Add the segment
    GSetPush(&(that->_seg), seg);
}
// Return the new SCurve
return that;
}

// Clone the SCurve
SCurve* SCurveClone(SCurve* that) {
#ifdef BUILDMODE == 0
    if (that == NULL) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'that' is null");
        PBErrCatch(BCurveErr);
    }
#endif
}

```

```

    }
#endif
    SCurve* clone = SCurveCreate(SCurveGetOrder(that), SCurveGetDim(that),
        SCurveGetNbSeg(that));
    // For each control point
    GSetIterForward iter = GSetIterForwardCreateStatic(&(that->_ctrl));
    GSetIterForward iterClone =
        GSetIterForwardCreateStatic(&(clone->_ctrl));
    do {
        VecFloat* ctrl = (VecFloat*)GSetIterGet(&iter);
        VecFloat* ctrlClone = (VecFloat*)GSetIterGet(&iterClone);
        VecCopy(ctrlClone, ctrl);
    } while (GSetIterStep(&iter) && GSetIterStep(&iterClone));
    return clone;
}

// Load the SCurve from the stream
// If the SCurve is already allocated, it is freed before loading
// Return true in case of success, false else
bool SCurveLoad(SCurve** that, FILE* stream) {
    #if BUILDMODE == 0
        if (that == NULL) {
            BCurveErr->_type = PBErrTypeNullPointer;
            sprintf(BCurveErr->_msg, "'that' is null");
            PBErrCatch(BCurveErr);
        }
        if (stream == NULL) {
            BCurveErr->_type = PBErrTypeNullPointer;
            sprintf(BCurveErr->_msg, "'stream' is null");
            PBErrCatch(BCurveErr);
        }
    #endif
    // If 'that' is already allocated
    if (*that != NULL)
        // Free memory
        SCurveFree(that);
    // Read the number of segment, order and dimension
    int nbSeg;
    int order;
    int dim;
    int ret = fscanf(stream, "%d %d %d", &order, &dim, &nbSeg);
    // If we couldn't read
    if (ret == EOF)
        return false;
    // If data are invalid
    if (nbSeg < 1 || order < 0 || dim < 1)
        return false;
    // Allocate memory
    *that = SCurveCreate(order, dim, nbSeg);
    // For each control point
    GSetIterForward iter = GSetIterForwardCreateStatic(&((*that)->_ctrl));
    do {
        // Load the control point
        VecFloat* loadCtrl = NULL;
        ret = VecLoad(&loadCtrl, stream);
        // If we couldn't read the control point or the control point
        // is not of the correct dimension
        if (ret == false || VecGetDim(loadCtrl) != (*that)->_dim)
            return false;
        // Set the loaded control point into the set of control point
        // and segment
        VecCopy((VecFloat*)GSetIterGet(&iter), loadCtrl);
    }
}

```

```

        // Free memory used by the loaded control
        VecFree(&loadCtrl);
    } while (GSetIterStep(&iter));
    // Return success code
    return true;
}

// Save the SCurve to the stream
// Return true upon success, false else
bool SCurveSave(SCurve* that, FILE* stream) {
    #if BUILDMODE == 0
        if (that == NULL) {
            BCurveErr->_type = PBErrTypeNullPointer;
            sprintf(BCurveErr->_msg, "'that' is null");
            PBErrCatch(BCurveErr);
        }
        if (stream == NULL) {
            BCurveErr->_type = PBErrTypeNullPointer;
            sprintf(BCurveErr->_msg, "'stream' is null");
            PBErrCatch(BCurveErr);
        }
    #endif
    // Save the nb of segment, order and dimension
    int ret = fprintf(stream, "%d %d %d\n",
        that->_order, that->_dim, that->_nbSeg);
    // If the fprintf failed
    if (ret < 0)
        // Stop here
        return false;
    // For each control point
    GSetIterForward iter = GSetIterForwardCreateStatic(&(that->_ctrl));
    do {
        VecFloat* ctrl = (VecFloat*)GSetIterGet(&iter);
        // Save the control point
        ret = VecSave(ctrl, stream);
        // If we couldn't save the control point
        if (ret == false)
            // Stop here
            return false;
    } while (GSetIterStep(&iter));
    // Return success code
    return true;
}

// Free the memory used by a SCurve
void SCurveFree(SCurve** that) {
    // Check argument
    if (that == NULL || *that == NULL)
        return;
    // For each control point
    GSetIterForward iter = GSetIterForwardCreateStatic(&((*that)->_ctrl));
    do {
        VecFloat* ctrl = (VecFloat*)GSetIterGet(&iter);
        // Free the memory used by the control point
        VecFree(&ctrl);
    } while (GSetIterStep(&iter));
    // Free the memory used by the set of control point
    GSetFlush(&((*that)->_ctrl));
    // For each segment
    iter = GSetIterForwardCreateStatic(&((*that)->_seg));
    do {
        BCurve* seg = (BCurve*)GSetIterGet(&iter);

```

```

    // Disconnect the control points which have been already freed
    // or doesn't need to be freed (the last one)
    for (int iCtrl = 0; iCtrl <= (*that)->_order; ++iCtrl)
        seg->_ctrl[iCtrl] = NULL;
    // Free the meory used by the segment
    BCurveFree(&seg);
} while (GSetIterStep(&iter));
// Free the memory used by the set of segment
GSetFlush(&((*that)->_seg));
// Free memory
free(*that);
*that = NULL;
}

// Print the SCurve on 'stream'
void SCurvePrint(SCurve* that, FILE* stream) {
#ifdef BUILDMODE == 0
    if (that == NULL) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'that' is null");
        PBErrCatch(BCurveErr);
    }
    if (stream == NULL) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'stream' is null");
        PBErrCatch(BCurveErr);
    }
#endif
    // Print the order and dim
    fprintf(stream, "order(%d) dim(%d) nbSeg(%d) ",
        that->_order, that->_dim, that->_nbSeg);
    // For each control point
    GSetIterForward iter = GSetIterForwardCreateStatic(&(that->_ctrl));
    int iMark = 0;
    do {
        VecFloat* ctrl = (VecFloat*)GSetIterGet(&iter);
        if (iMark == 0)
            fprintf(stream, "<");
        VecPrint(ctrl, stream);
        if (iMark == 0)
            fprintf(stream, ">");
        if (GSetIterIsLast(&iter) == false)
            fprintf(stream, " ");
        ++iMark;
        if (iMark == that->_order)
            iMark = 0;
    } while (GSetIterStep(&iter));
}

// Add one segment at the end of the curve (controls are set to
// vectors null, except the first one which the last one of the current
// last segment)
void SCurveAddSegTail(SCurve* that) {
#ifdef BUILDMODE == 0
    if (that == NULL) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'that' is null");
        PBErrCatch(BCurveErr);
    }
#endif
    // Create the new segment
    BCurve* seg = BCurveCreate(that->_order, that->_dim);

```

```

// Free memory used by the first control point
VecFree(seg->_ctrl);
// Replace it with the current last control
seg->_ctrl[0] = that->_ctrl._tail->_data;
// Add the segment to the set of segment
GSetAppend(&(that->_seg), seg);
// Add the new control points to the set of control points
for (int iCtrl = 1; iCtrl <= that->_order; ++iCtrl)
    GSetAppend(&(that->_ctrl), seg->_ctrl[iCtrl]);
// Update the number of segment
++(that->_nbSeg);
}

// Add one segment at the head of the curve (controls are set to
// vectors null, except the last one which the first one of the current
// first segment)
void SCurveAddSegHead(SCurve* that) {
#ifdef BUILDMODE == 0
    if (that == NULL) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'that' is null");
        PBErrCatch(BCurveErr);
    }
#endif
    // Create the new segment
    BCurve* seg = BCurveCreate(that->_order, that->_dim);
    // Free memory used by the last control point
    VecFree(seg->_ctrl + that->_order);
    // Replace it with the current first control
    seg->_ctrl[that->_order] = that->_ctrl._head->_data;
    // Add the segment to the set of segment
    GSetPush(&(that->_seg), seg);
    // Add the new control points to the set of control points
    for (int iCtrl = that->_order; iCtrl--;)
        GSetPush(&(that->_ctrl), seg->_ctrl[iCtrl]);
    // Update the number of segment
    ++(that->_nbSeg);
}

// Remove the first segment of the curve (which must have more than one
// segment)
void SCurveRemoveHeadSeg(SCurve* that) {
#ifdef BUILDMODE == 0
    if (that == NULL) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'that' is null");
        PBErrCatch(BCurveErr);
    }
    if (that->_nbSeg < 2) {
        BCurveErr->_type = PBErrTypeInvalidArg;
        sprintf(BCurveErr->_msg, "'that' has only one segment");
        PBErrCatch(BCurveErr);
    }
#endif
    // Remove the control points from the set of control points
    for (int iCtrl = 0; iCtrl < that->_order; ++iCtrl) {
        VecFloat* ctrl = (VecFloat*)GSetPop(&(that->_ctrl));
        VecFree(&ctrl);
    }
    // Remove the first segment
    BCurve* seg = (BCurve*)GSetPop(&(that->_seg));
    // Disconnect the control points which have been already freed

```

```

    // or doesn't need to be freed (the last one)
    for (int iCtrl = 0; iCtrl <= that->_order; ++iCtrl)
        seg->_ctrl[iCtrl] = NULL;
    // Free the memory used by the segment
    BCurveFree(&seg);
    // Update the number of segment
    --(that->_nbSeg);
}

// Remove the last segment of the curve (which must have more than one
// segment)
void SCurveRemoveTailSeg(SCurve* that) {
    #if BUILDMODE == 0
        if (that == NULL) {
            BCurveErr->_type = PBErrTypeNullPointer;
            sprintf(BCurveErr->_msg, "'that' is null");
            PBErrCatch(BCurveErr);
        }
        if (that->_nbSeg < 2) {
            BCurveErr->_type = PBErrTypeInvalidArg;
            sprintf(BCurveErr->_msg, "'that' has only one segment");
            PBErrCatch(BCurveErr);
        }
    #endif
    // Remove the control points from the set of control points
    for (int iCtrl = 0; iCtrl < that->_order; ++iCtrl) {
        VecFloat* ctrl = (VecFloat*)GSetDrop(&(that->_ctrl));
        VecFree(&ctrl);
    }
    // Remove the last segment
    BCurve* seg = (BCurve*)GSetDrop(&(that->_seg));
    // Disconnect the control points which have been already freed
    // or doesn't need to be freed (the first one)
    for (int iCtrl = 0; iCtrl <= that->_order; ++iCtrl)
        seg->_ctrl[iCtrl] = NULL;
    // Free the memory used by the segment
    BCurveFree(&seg);
    // Update the number of segment
    --(that->_nbSeg);
}

// Get the bounding box of the SCurve.
// Return a Facoid whose axis are aligned on the standard coordinate
// system.
Facoid* SCurveGetBoundingBox(SCurve* that) {
    #if BUILDMODE == 0
        if (that == NULL) {
            BCurveErr->_type = PBErrTypeNullPointer;
            sprintf(BCurveErr->_msg, "'that' is null");
            PBErrCatch(BCurveErr);
        }
    #endif
    // Declare a set to memorize the bounding box of each segment
    GSet set = GSetCreateStatic();
    // For each segment
    GSetIterForward iter = GSetIterForwardCreateStatic(&(that->_seg));
    do {
        // Add the bounding box of this segment to the set
        GSetPush(&set,
            BCurveGetBoundingBox((BCurve*)GSetIterGet(&iter)));
    } while (GSetIterStep(&iter));
    // Get the bounding box of all the segment's bounding box

```

```

Facoid* bound = ShapoidGetBoundingBoxSet(&set);
// Free the memory used by the bounding box of each segment
iter = GSetIterForwardCreateStatic(&set);
do {
    Facoid* facoid = (Facoid*)GSetIterGet(&iter);
    ShapoidFree(&facoid);
} while (GSetIterStep(&iter));
GSetFlush(&set);
// Return the bounding box
return bound;
}

// Create a new SCurveIter attached to the SCurve 'curve' with a step
// of 'delta'
SCurveIter SCurveIterCreateStatic(SCurve* curve, float delta) {
#ifdef BUILDMODE == 0
    if (curve == NULL) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'curve' is null");
        PBErrCatch(BCurveErr);
    }
    if (delta <= 0.0) {
        BCurveErr->_type = PBErrTypeInvalidArg;
        sprintf(BCurveErr->_msg, "'delta' is invalid (%f>0)", delta);
        PBErrCatch(BCurveErr);
    }
#endif
    // Declare the new SCurveIter
    SCurveIter iter;
    // Set the properties
    iter._curve = curve;
    iter._curPos = 0.0;
    iter._delta = delta;
    // Return the new iterator
    return iter;
}

// Create a new BBody of order 'order' and dimension 'dim'
// Controls are initialized with null vectors
BBody* BBodyCreate(int order, VecShort2D* dim) {
#ifdef BUILDMODE == 0
    if (order < 0) {
        BCurveErr->_type = PBErrTypeInvalidArg;
        sprintf(BCurveErr->_msg, "Invalid order (%d>=0)", order);
        PBErrCatch(BCurveErr);
    }
    if (dim == NULL) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'dim' is null");
        PBErrCatch(BCurveErr);
    }
    for (int iDim = 2; iDim--;) {
        if (VecGet(dim, iDim) <= 0) {
            BCurveErr->_type = PBErrTypeInvalidArg;
            sprintf(BCurveErr->_msg, "Dimension is invalid (dim[%d]:%d>0)",
                iDim, VecGet(dim, iDim));
            PBErrCatch(BCurveErr);
        }
    }
#endif
    // Allocate memory for the new BBody
    BBody *that = PBErrMalloc(BCurveErr, sizeof(BBody));

```

```

// Init pointers
that->_dim = VecShortCreateStatic2D();
that->_ctrl = NULL;
// Init properties
that->_order = order;
that->_dim = *dim;
// Init the control
int nbCtrl = BBodyGetNbCtrl(that);
that->_ctrl = PBErrMalloc(BCurveErr, sizeof(VecFloat*) * nbCtrl);
for (int iCtrl = nbCtrl; iCtrl--;)
    that->_ctrl[iCtrl] = VecFloatCreate(VecGet(dim, 1));
// Return the new BBody
return that;
}

// Free the memory used by a BBody
void BBodyFree(BBody** that) {
    // Check arguments
    if (that == NULL || *that == NULL)
        return;
    // Get the number of ctrl
    int nbCtrl = BBodyGetNbCtrl(*that);
    // Free memory
    for (int iCtrl = nbCtrl; iCtrl--;)
        VecFree((*that)->_ctrl + iCtrl);
    free((*that)->_ctrl);
    free(*that);
    *that = NULL;
}

// Get the value of the BBody at paramater 'u'
// u can extend beyond [0.0, 1.0]
VecFloat* _BBodyGet(BBody* that, VecFloat* u) {
#ifdef BUILDMODE == 0
    if (that == NULL) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'that' is null");
        PBErrCatch(BCurveErr);
    }
    if (u == NULL) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'u' is null");
        PBErrCatch(BCurveErr);
    }
    if (VecGetDim(u) != VecGet(&(that->_dim), 0)) {
        BCurveErr->_type = PBErrTypeInvalidArg;
        sprintf(BCurveErr->_msg, "Dimension of 'u' is invalid (%d=%d)",
            VecGetDim(u), VecGet(&(that->_dim), 0));
        PBErrCatch(BCurveErr);
    }
#endif
    // Declare variables to memorize the nb of dimension
    int nbDimIn = VecGet(&(that->_dim), 0);
    int nbDimOut = VecGet(&(that->_dim), 1);
    // Create a clone of u to be checked for components interval
    VecFloat *uSafe = VecClone(u);
    // Declare a vector to memorize the index of the ctrl
    VecShort *iCtrl = VecShortCreate(nbDimIn);
    // Declare a BCurve used for calculation
    BCurve *curve = BCurveCreate(that->_order, nbDimOut);
    // Calculate recursively the result value
    VecFloat *res = BBodyGetRec(that, curve, iCtrl, uSafe, 0);

```



```

// Free memory
VecFree(&uSafe);
VecFree(&iCtrl);
BCurveFree(&curve);
// Return the result
return res;
}

// Recursive function to calculate the value of SCurve
VecFloat* BBodyGetRec(BBody* that, BCurve* curve,
VecShort* iCtrl, VecFloat* u, int iDimIn) {
// Declare a variable for the result
VecFloat *res = NULL;
// If we are at the last dimension in the recursion,
// the curve controls are the controls of the surface at current
// position in control's space
if (iDimIn == VecGet(&(that->_dim), 0) - 1) {
for (int i = that->_order + 1; i--;) {
VecSet(iCtrl, iDimIn, i);
BCurveSetCtrl(curve, i, BBodyCtrl(that, iCtrl));
}
} else {
// Else, we are not at the last dimension in control's space
} else {
// Clone the position (to edit the lower dimension at lower
// level of the recursion)
VecShort *jCtrl = VecClone(iCtrl);
// Declare an array of VecFloat to memorize the control at
// the current level
VecFloat **tmpCtrl =
PBErrMalloc(BCurveErr, sizeof(VecFloat*) * (that->_order + 1));
// For each control
for (int i = that->_order + 1; i--;) {
// Update the control position
VecSet(jCtrl, iDimIn, i);
// Get recursively the control (equal to the BCurve value at
// lower level)
tmpCtrl[i] =
BBodyGetRec(that, curve, jCtrl, u, iDimIn + 1);
}
// Set the control of the curve at current level
// Use a temporary instead of affecting directly into curve
// because it is shared between recursion level and affecting
// directly would lead to overwriting during the process
for (int i = that->_order + 1; i--;)
BCurveSetCtrl(curve, i, tmpCtrl[i]);
// Free the temporary Vecfloat for the controls
for (int i = that->_order + 1; i--;)
VecFree(tmpCtrl + i);
free(tmpCtrl);
// Free the temporary position in control space
VecFree(&jCtrl);
}
// Here we have the curve set up with the appropriate control at the
// current recursion level
// Calculate its value at the parameters value for the current
// dimension
res = BCurveGet(curve, VecGet(u, iDimIn));
// Return the result
return res;
}

// Return a clone of the BBody 'that'

```

```

BBody* BBodyClone(BBody* that) {
#if BUILDMODE == 0
    if (that == NULL) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'that' is null");
        PBErrCatch(BCurveErr);
    }
#endif
    // Declare the clone
    BBody* clone = BBodyCreate(BBodyGetOrder(that), BBodyDim(that));
    // For each control
    for (int iCtrl = BBodyGetNbCtrl(clone); iCtrl--;)
        // Copy the control values
        VecCopy(clone->_ctrl[iCtrl], that->_ctrl[iCtrl]);
    // Return the clone
    return clone;
}

// Print the BBody 'that' on the stream 'stream'
void BBodyPrint(BBody* that, FILE* stream) {
#if BUILDMODE == 0
    if (that == NULL) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'that' is null");
        PBErrCatch(BCurveErr);
    }
    if (stream == NULL) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'stream' is null");
        PBErrCatch(BCurveErr);
    }
#endif
    // Print the order and dim
    fprintf(stream, "order(%d) dim(", that->_order);
    VecPrint(&(that->_dim), stream);
    fprintf(stream, " )");
    // For each control point
    for (int iCtrl = 0; iCtrl < BBodyGetNbCtrl(that); ++iCtrl) {
        VecPrint(that->_ctrl[iCtrl], stream);
        if (iCtrl < that->_order)
            fprintf(stream, " ");
    }
}

// Load the BBody from the stream
// If the BBody is already allocated, it is freed before loading
// Return true upon success, false else
bool BBodyLoad(BBody** that, FILE* stream) {
#if BUILDMODE == 0
    if (that == NULL) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'that' is null");
        PBErrCatch(BCurveErr);
    }
    if (stream == NULL) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'stream' is null");
        PBErrCatch(BCurveErr);
    }
#endif
    // If 'that' is already allocated
    if (*that != NULL)

```

```

        // Free memory
        BBodyFree(that);
    // Read the order and dimension
    int order;
    VecShort* dim = NULL;
    int ret = fscanf(stream, "%d", &order);
    // If we couldn't read
    if (ret == EOF)
        return false;
    ret = VecLoad(&dim, stream);
    // If we couldn't read
    if (ret == EOF ||
        VecGetDim(dim) != 2) {
        VecFree(&dim);
        return false;
    }
    // Allocate memory
    *that = BBodyCreate(order, (VecShort2D*)dim);
    // Free memory
    VecFree(&dim);
    // For each control point
    for (int iCtrl = 0; iCtrl < BBodyGetNbCtrl(*that); ++iCtrl) {
        // Load the control point
        ret = VecLoad((*that)->_ctrl + iCtrl, stream);
        // If we couldn't read the control point or the control point
        // is not of the correct dimension
        if (ret == false ||
            VecGetDim((*that)->_ctrl[iCtrl]) != VecGet(&((*that)->_dim), 1))
            return false;
    }
    // Return success code
    return true;
}

// Save the BBody to the stream
// Return true upon success, false else
bool BBodySave(BBody* that, FILE* stream) {
#ifdef BUILDMODE == 0
    if (that == NULL) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'that' is null");
        PBErrCatch(BCurveErr);
    }
    if (stream == NULL) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'stream' is null");
        PBErrCatch(BCurveErr);
    }
#endif
    // Save the order and dimension
    int ret = fprintf(stream, "%d\n", that->_order);
    VecSave(&(that->_dim), stream);
    // If the fprintf failed
    if (ret < 0)
        // Stop here
        return false;
    // For each control point
    for (int iCtrl = 0; iCtrl < BBodyGetNbCtrl(that); ++iCtrl) {
        // Save the control point
        ret = VecSave(that->_ctrl[iCtrl], stream);
        // If we couldn't save the control point
        if (ret == false)

```

```

        // Stop here
        return false;
    }
    // Return success code
    return true;
}

// Get the bounding box of the BBody.
// Return a Facoid whose axis are aligned on the standard coordinate
// system.
Facoid* BBodyGetBoundingBox(BBody* that) {
    #if BUILDMODE == 0
        if (that == NULL) {
            BCurveErr->_type = PErrTypeNullPointer;
            sprintf(BCurveErr->_msg, "'that' is null");
            PErrCatch(BCurveErr);
        }
    #endif
    // Declare a variable to memorize the result
    Facoid* res = FacoidCreate(VecGet(BBodyDim(that), 1));
    // For each dimension
    for (int iDim = VecGet(BBodyDim(that), 1); iDim--;) {
        // Initialise the bounding box in this dimension
        VecSet(res->_s._pos, iDim, VecGet(that->_ctrl[0], iDim));
        VecSet(res->_s._axis[iDim], iDim, VecGet(that->_ctrl[0], iDim));
        // For each control point except the first one
        for (int iCtrl = BBodyGetNbCtrl(that); iCtrl-- && iCtrl != 0;) {
            // Update the bounding box
            if (VecGet(that->_ctrl[iCtrl], iDim) < VecGet(res->_s._pos, iDim))
                VecSet(res->_s._pos, iDim, VecGet(that->_ctrl[iCtrl], iDim));
            if (VecGet(that->_ctrl[iCtrl], iDim) >
                VecGet(ShapoidAxis(res, iDim), iDim))
                VecSet(ShapoidAxis(res, iDim), iDim,
                    VecGet(that->_ctrl[iCtrl], iDim));
        }
        VecSet(ShapoidAxis(res, iDim), iDim,
            VecGet(ShapoidAxis(res, iDim), iDim) -
            VecGet(ShapoidPos(res), iDim));
    }
    // Return the result
    return res;
}

```

## 3.2 bcurve-inline.c

```

// ===== BCURVE-INLINE.C =====

// ===== Functions implementation =====

// Set the value of the iCtrl-th control point to v
#if BUILDMODE != 0
inline
#endif
void BCurveSetCtrl(BCurve* that, int iCtrl, VecFloat* v) {
    #if BUILDMODE == 0
        if (that == NULL) {
            BCurveErr->_type = PErrTypeNullPointer;
            sprintf(BCurveErr->_msg, "'that' is null");
            PErrCatch(BCurveErr);
        }
    #endif
}

```

```

    if (v == NULL) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'v' is null");
        PBErrCatch(BCurveErr);
    }
    if (iCtrl < 0 || iCtrl > that->_order) {
        BCurveErr->_type = PBErrTypeInvalidArg;
        sprintf(BCurveErr->_msg, "'iCtrl' is invalid (0<=%d<%d)",
            iCtrl, that->_order);
        PBErrCatch(BCurveErr);
    }
    if (VecGetDim(v) != BCurveGetDim(that)) {
        BCurveErr->_type = PBErrTypeInvalidArg;
        sprintf(BCurveErr->_msg, "'v' 's dimension is invalid (%d<%d)",
            VecGetDim(v), BCurveGetDim(that));
        PBErrCatch(BCurveErr);
    }
#endif
    // Set the values
    VecCopy(that->_ctrl[iCtrl], v);
}

// Get a copy of the iCtrl-th control point
#if BUILDMODE != 0
inline
#endif
VecFloat* BCurveGetCtrl(BCurve* that, int iCtrl) {
#if BUILDMODE == 0
    if (that == NULL) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'that' is null");
        PBErrCatch(BCurveErr);
    }
    if (iCtrl < 0 || iCtrl > that->_order) {
        BCurveErr->_type = PBErrTypeInvalidArg;
        sprintf(BCurveErr->_msg, "'iCtrl' is invalid (0<=%d<%d)",
            iCtrl, that->_order);
        PBErrCatch(BCurveErr);
    }
#endif
    // Return a copy of the control point
    return VecClone(that->_ctrl[iCtrl]);
}

// Get the iCtrl-th control point
#if BUILDMODE != 0
inline
#endif
VecFloat* BCurveCtrl(BCurve* that, int iCtrl) {
#if BUILDMODE == 0
    if (that == NULL) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'that' is null");
        PBErrCatch(BCurveErr);
    }
    if (iCtrl < 0 || iCtrl > that->_order) {
        BCurveErr->_type = PBErrTypeInvalidArg;
        sprintf(BCurveErr->_msg, "'iCtrl' is invalid (0<=%d<%d)",
            iCtrl, that->_order);
        PBErrCatch(BCurveErr);
    }
#endif
}

```

```

    // Return the control point
    return that->_ctrl[iCtrl];
}

// Get the order of the BCurve
#if BUILDMODE != 0
inline
#endif
int BCurveGetOrder(BCurve* that) {
#if BUILDMODE == 0
    if (that == NULL) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'that' is null");
        PBErrCatch(BCurveErr);
    }
#endif
    return that->_order;
}

// Get the dimension of the BCurve
#if BUILDMODE != 0
inline
#endif
int BCurveGetDim(BCurve* that) {
#if BUILDMODE == 0
    if (that == NULL) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'that' is null");
        PBErrCatch(BCurveErr);
    }
#endif
    return that->_dim;
}

// Get the approximate length of the BCurve (sum of dist between
// control points)
#if BUILDMODE != 0
inline
#endif
float BCurveGetApproxLen(BCurve* that) {
#if BUILDMODE == 0
    if (that == NULL) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'that' is null");
        PBErrCatch(BCurveErr);
    }
#endif
    // Declare a variable to calculate the length
    float res = 0.0;
    // Calculate the length
    for (int iCtrl = that->_order; iCtrl--;)
        res += VecDist(that->_ctrl[iCtrl], that->_ctrl[iCtrl + 1]);
    // Return the length
    return res;
}

// Return the center of the BCurve (average of control points)
#if BUILDMODE != 0
inline
#endif
VecFloat* BCurveGetCenter(BCurve* that) {
#if BUILDMODE == 0

```

```

    if (that == NULL) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'that' is null");
        PBErrCatch(BCurveErr);
    }
#endif
    // Sum all the control points
    VecFloat* center = VecClone(that->_ctrl[that->_order]);
    for (int iCtrl = that->_order; iCtrl--;)
        VecOp(center, 1.0, that->_ctrl[iCtrl], 1.0);
    // Get the average
    VecScale(center, 1.0 / (float)(that->_order + 1));
    // Return the result
    return center;
}

// Rotate the curve CCW by 'theta' radians relatively to the origin
// of the coordinates system
#if BUILDMODE != 0
inline
#endif
void BCurveRotOrigin(BCurve* that, float theta) {
    #if BUILDMODE == 0
        if (that == NULL) {
            BCurveErr->_type = PBErrTypeNullPointer;
            sprintf(BCurveErr->_msg, "'that' is null");
            PBErrCatch(BCurveErr);
        }
        if (that->_dim != 2) {
            BCurveErr->_type = PBErrTypeInvalidArg;
            sprintf(BCurveErr->_msg, "'that' 's dimension is invalid (%d=2)",
                    that->_dim);
            PBErrCatch(BCurveErr);
        }
    #endif
    // For each control point
    for (int iCtrl = that->_order + 1; iCtrl--;)
        // Rotate the control point
        VecRot(that->_ctrl[iCtrl], theta);
}

// Rotate the curve CCW by 'theta' radians relatively to its
// first control point
#if BUILDMODE != 0
inline
#endif
void BCurveRotStart(BCurve* that, float theta) {
    #if BUILDMODE == 0
        if (that == NULL) {
            BCurveErr->_type = PBErrTypeNullPointer;
            sprintf(BCurveErr->_msg, "'that' is null");
            PBErrCatch(BCurveErr);
        }
        if (that->_dim != 2) {
            BCurveErr->_type = PBErrTypeInvalidArg;
            sprintf(BCurveErr->_msg, "'that' 's dimension is invalid (%d=2)",
                    that->_dim);
            PBErrCatch(BCurveErr);
        }
    #endif
    // For each control point except the first one
    for (int iCtrl = that->_order + 1; iCtrl-- && iCtrl != 0;) {

```

```

        // Translate the control point
        VecOp(that->_ctrl[iCtrl], 1.0, that->_ctrl[0], -1.0);
        // Rotate the control point
        VecRot(that->_ctrl[iCtrl], theta);
        // Translate back the control point
        VecOp(that->_ctrl[iCtrl], 1.0, that->_ctrl[0], 1.0);
    }
}

// Rotate the curve CCW by 'theta' radians relatively to its
// center
#if BUILDMODE != 0
inline
#endif
void BCurveRotCenter(BCurve* that, float theta) {
    #if BUILDMODE == 0
        if (that == NULL) {
            BCurveErr->_type = PBErrTypeNullPointer;
            sprintf(BCurveErr->_msg, "'that' is null");
            PBErrCatch(BCurveErr);
        }
        if (that->_dim != 2) {
            BCurveErr->_type = PBErrTypeInvalidArg;
            sprintf(BCurveErr->_msg, "'that' 's dimension is invalid (%d=2)",
                    that->_dim);
            PBErrCatch(BCurveErr);
        }
    #endif
    // Get the center
    VecFloat* center = BCurveGetCenter(that);
    // For each control point
    for (int iCtrl = that->_order + 1; iCtrl--;) {
        // Translate the control point
        VecOp(that->_ctrl[iCtrl], 1.0, center, -1.0);
        // Rotate the control point
        VecRot(that->_ctrl[iCtrl], theta);
        // Translate back the control point
        VecOp(that->_ctrl[iCtrl], 1.0, center, 1.0);
    }
    // Free memory
    VecFree(&center);
}

// Scale the curve by 'v' relatively to the origin
#if BUILDMODE != 0
inline
#endif
void _BCurveScaleOriginVector(BCurve* that, VecFloat* v) {
    #if BUILDMODE == 0
        if (that == NULL) {
            BCurveErr->_type = PBErrTypeNullPointer;
            sprintf(BCurveErr->_msg, "'that' is null");
            PBErrCatch(BCurveErr);
        }
        if (v == NULL) {
            BCurveErr->_type = PBErrTypeNullPointer;
            sprintf(BCurveErr->_msg, "'v' is null");
            PBErrCatch(BCurveErr);
        }
        if (VecGetDim(v) != BCurveGetDim(that)) {
            BCurveErr->_type = PBErrTypeInvalidArg;
            sprintf(BCurveErr->_msg, "Dimension of 'v' is invalid (%d=%d)",

```



```

        VecGetDim(v), BCurveGetDim(that));
    PBErrCatch(BCurveErr);
}
#endif
// For each control point
for (int iCtrl = that->_order + 1; iCtrl--;) {
    VecFloat* ctrl = that->_ctrl[iCtrl];
    // Scale the control point
    for (int dim = 0; dim < VecGetDim(ctrl); ++dim)
        VecSet(ctrl, dim, VecGet(ctrl, dim) * VecGet(v, dim));
}
}

// Scale the curve by 'c' relatively to the origin
#if BUILDMODE != 0
inline
#endif
void _BCurveScaleOriginScalar(BCurve* that, float c) {
#if BUILDMODE == 0
    if (that == NULL) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'that' is null");
        PBErrCatch(BCurveErr);
    }
#endif
    // For each control point
    for (int iCtrl = that->_order + 1; iCtrl--;)
        // Scale the control point
        VecScale(that->_ctrl[iCtrl], c);
}

// Scale the curve by 'v' relatively to its origin
// (first control point)
#if BUILDMODE != 0
inline
#endif
void _BCurveScaleStartVector(BCurve* that, VecFloat* v) {
#if BUILDMODE == 0
    if (that == NULL) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'that' is null");
        PBErrCatch(BCurveErr);
    }
    if (v == NULL) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'v' is null");
        PBErrCatch(BCurveErr);
    }
    if (VecGetDim(v) != BCurveGetDim(that)) {
        BCurveErr->_type = PBErrTypeInvalidArg;
        sprintf(BCurveErr->_msg, "Dimension of 'v' is invalid (%d=%d)",
            VecGetDim(v), BCurveGetDim(that));
        PBErrCatch(BCurveErr);
    }
#endif
    // For each control point except the first one
    for (int iCtrl = that->_order + 1; iCtrl-- && iCtrl != 0;) {
        VecFloat* ctrl = that->_ctrl[iCtrl];
        // Translate the control point
        VecOp(ctrl, 1.0, that->_ctrl[0], -1.0);
        // Scale the control point
        for (int dim = 0; dim < VecGetDim(that->_ctrl[iCtrl]); ++dim)

```

```

        VecSet(ctrl, dim, VecGet(ctrl, dim) * VecGet(v, dim));
        // Translate back the control point
        VecOp(ctrl, 1.0, that->_ctrl[0], 1.0);
    }
}

// Scale the curve by 'c' relatively to its origin
// (first control point)
#if BUILDMODE != 0
inline
#endif
void _BCurveScaleStartScalar(BCurve* that, float c) {
    if (BUILDMODE == 0
        if (that == NULL) {
            BCurveErr->_type = PBErrTypeNullPointer;
            sprintf(BCurveErr->_msg, "'that' is null");
            PBErrCatch(BCurveErr);
        }
    )
}

// For each control point except the first one
for (int iCtrl = that->_order + 1; iCtrl-- && iCtrl != 0;) {
    VecFloat* ctrl = that->_ctrl[iCtrl];
    // Translate the control point
    VecOp(ctrl, 1.0, that->_ctrl[0], -1.0);
    // Scale the control point
    VecScale(ctrl, c);
    // Translate back the control point
    VecOp(ctrl, 1.0, that->_ctrl[0], 1.0);
}
}

// Scale the curve by 'v' relatively to its center
// (average of control points)
#if BUILDMODE != 0
inline
#endif
void _BCurveScaleCenterVector(BCurve* that, VecFloat* v) {
    if (BUILDMODE == 0
        if (that == NULL) {
            BCurveErr->_type = PBErrTypeNullPointer;
            sprintf(BCurveErr->_msg, "'that' is null");
            PBErrCatch(BCurveErr);
        }
        if (v == NULL) {
            BCurveErr->_type = PBErrTypeNullPointer;
            sprintf(BCurveErr->_msg, "'v' is null");
            PBErrCatch(BCurveErr);
        }
        if (VecGetDim(v) != BCurveGetDim(that)) {
            BCurveErr->_type = PBErrTypeInvalidArg;
            sprintf(BCurveErr->_msg, "Dimension of 'v' is invalid (%d=%d)",
                VecGetDim(v), BCurveGetDim(that));
            PBErrCatch(BCurveErr);
        }
    )
}

VecFloat* center = BCurveGetCenter(that);
// For each control point
for (int iCtrl = that->_order + 1; iCtrl--;) {
    VecFloat* ctrl = that->_ctrl[iCtrl];
    // Translate the control point
    VecOp(ctrl, 1.0, center, -1.0);
    // Scale the control point

```

```

        for (int dim = 0; dim < VecGetDim(that->_ctrl[iCtrl]); ++dim)
            VecSet(ctrl, dim, VecGet(ctrl, dim) * VecGet(v, dim));
        // Translate back the control point
        VecOp(ctrl, 1.0, center, 1.0);
    }
    // Free memory
    VecFree(&center);
}

// Scale the curve by 'c' relatively to its center
// (average of control points)
#if BUILDMODE != 0
inline
#endif
void _BCurveScaleCenterScalar(BCurve* that, float c) {
#if BUILDMODE == 0
    if (that == NULL) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'that' is null");
        PBErrCatch(BCurveErr);
    }
#endif
    VecFloat* center = BCurveGetCenter(that);
    // For each control point
    for (int iCtrl = that->_order + 1; iCtrl--;) {
        VecFloat* ctrl = that->_ctrl[iCtrl];
        // Translate the control point
        VecOp(ctrl, 1.0, center, -1.0);
        // Scale the control point
        VecScale(ctrl, c);
        // Translate back the control point
        VecOp(ctrl, 1.0, center, 1.0);
    }
    // Free memory
    VecFree(&center);
}

// Translate the curve by 'v'
#if BUILDMODE != 0
inline
#endif
void _BCurveTranslate(BCurve* that, VecFloat* v) {
#if BUILDMODE == 0
    if (that == NULL) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'that' is null");
        PBErrCatch(BCurveErr);
    }
    if (v == NULL) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'v' is null");
        PBErrCatch(BCurveErr);
    }
    if (VecGetDim(v) != BCurveGetDim(that)) {
        BCurveErr->_type = PBErrTypeInvalidArg;
        sprintf(BCurveErr->_msg, "Dimension of 'v' is invalid (%d=%d)",
            VecGetDim(v), BCurveGetDim(that));
        PBErrCatch(BCurveErr);
    }
#endif
    // For each control point
    for (int iCtrl = that->_order + 1; iCtrl--;)

```

```

        // Translate the control point
        VecOp(that->_ctrl[iCtrl], 1.0, v, 1.0);
    }

    // Get the number of BCurve in the SCurve
    #if BUILDMODE != 0
    inline
    #endif
    int SCurveGetNbSeg(SCurve* that) {
    #if BUILDMODE == 0
        if (that == NULL) {
            BCurveErr->_type = PBErrTypeNullPointer;
            sprintf(BCurveErr->_msg, "'that' is null");
            PBErrCatch(BCurveErr);
        }
    #endif
        return that->_nbSeg;
    }

    // Get the dimension of the SCurve
    #if BUILDMODE != 0
    inline
    #endif
    int SCurveGetDim(SCurve* that) {
    #if BUILDMODE == 0
        if (that == NULL) {
            BCurveErr->_type = PBErrTypeNullPointer;
            sprintf(BCurveErr->_msg, "'that' is null");
            PBErrCatch(BCurveErr);
        }
    #endif
        return that->_dim;
    }

    // Get the order of the SCurve
    #if BUILDMODE != 0
    inline
    #endif
    int SCurveGetOrder(SCurve* that) {
    #if BUILDMODE == 0
        if (that == NULL) {
            BCurveErr->_type = PBErrTypeNullPointer;
            sprintf(BCurveErr->_msg, "'that' is null");
            PBErrCatch(BCurveErr);
        }
    #endif
        return that->_order;
    }

    // Get a clone of the 'iCtrl'-th control point
    #if BUILDMODE != 0
    inline
    #endif
    VecFloat* SCurveGetCtrl(SCurve* that, int iCtrl) {
    #if BUILDMODE == 0
        if (that == NULL) {
            BCurveErr->_type = PBErrTypeNullPointer;
            sprintf(BCurveErr->_msg, "'that' is null");
            PBErrCatch(BCurveErr);
        }
    #endif
        if (iCtrl < 0 || iCtrl >= SCurveGetNbCtrl(that)) {

```

```

        BCurveErr->_type = PBErrTypeInvalidArg;
        sprintf(BCurveErr->_msg, "'iCtrl' is invalid (0<=%d<%d)",
            iCtrl, SCurveGetNbCtrl(that));
        PBErrCatch(BCurveErr);
    }
#endif
    return VecClone((VecFloat*)GSetGet(&(that->_ctrl), iCtrl));
}

// Get the 'iCtrl'-th control point
#if BUILDMODE != 0
inline
#endif
VecFloat* SCurveCtrl(SCurve* that, int iCtrl) {
#if BUILDMODE == 0
    if (that == NULL) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'that' is null");
        PBErrCatch(BCurveErr);
    }
    if (iCtrl < 0 || iCtrl >= SCurveGetNbCtrl(that)) {
        BCurveErr->_type = PBErrTypeInvalidArg;
        sprintf(BCurveErr->_msg, "'iCtrl' is invalid (0<=%d<%d)",
            iCtrl, SCurveGetNbCtrl(that));
        PBErrCatch(BCurveErr);
    }
#endif
    return (VecFloat*)GSetGet(&(that->_ctrl), iCtrl);
}

// Get the set of control point of the SCurve 'that'
#if BUILDMODE != 0
inline
#endif
GSet* SCurveCtrls(SCurve* that) {
#if BUILDMODE == 0
    if (that == NULL) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'that' is null");
        PBErrCatch(BCurveErr);
    }
#endif
    return &(that->_ctrl);
}

// Get a clone of the 'iSeg'-th segment
#if BUILDMODE != 0
inline
#endif
BCurve* SCurveGetSeg(SCurve* that, int iSeg) {
#if BUILDMODE == 0
    if (that == NULL) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'that' is null");
        PBErrCatch(BCurveErr);
    }
    if (iSeg < 0 || iSeg >= that->_nbSeg) {
        BCurveErr->_type = PBErrTypeInvalidArg;
        sprintf(BCurveErr->_msg, "'iSeg' is invalid (0<=%d<%d)",
            iSeg, that->_nbSeg);
        PBErrCatch(BCurveErr);
    }
#endif
}

```

```

#endif
    return BCurveClone((BCurve*)GSetGet(&(that->_seg), iSeg));
}

// Get the 'iSeg'-th segment
#if BUILDMODE != 0
inline
#endif
BCurve* SCurveSeg(SCurve* that, int iSeg) {
#if BUILDMODE == 0
    if (that == NULL) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'that' is null");
        PBErrCatch(BCurveErr);
    }
    if (iSeg < 0 || iSeg >= that->_nbSeg) {
        BCurveErr->_type = PBErrTypeInvalidArg;
        sprintf(BCurveErr->_msg, "'iSeg' is invalid (0<=%d<=%d)",
            iSeg, that->_nbSeg);
        PBErrCatch(BCurveErr);
    }
#endif
    return (BCurve*)GSetGet(&(that->_seg), iSeg);
}

// Get the GSet of segments of the SCurve 'that'
#if BUILDMODE != 0
inline
#endif
GSet* SCurveSegs(SCurve* that) {
#if BUILDMODE == 0
    if (that == NULL) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'that' is null");
        PBErrCatch(BCurveErr);
    }
#endif
    return &(that->_seg);
}

// Return the center of the SCurve (average of control points)
#if BUILDMODE != 0
inline
#endif
VecFloat* SCurveGetCenter(SCurve* that) {
#if BUILDMODE == 0
    if (that == NULL) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'that' is null");
        PBErrCatch(BCurveErr);
    }
#endif
    // Sum all the control points
    VecFloat* center = VecFloatCreate(that->_dim);
    GSetIterForward iter = GSetIterForwardCreateStatic(&(that->_ctrl));
    do {
        VecOp(center, 1.0, (VecFloat*)GSetIterGet(&iter), 1.0);
    } while (GSetIterStep(&iter));
    // Get the average
    VecScale(center, 1.0 / (float)GSetNbElem(&(that->_ctrl)));
    // Return the result
    return center;
}

```

```

}

// Return the max value for the parameter 'u' of SCurveGet
#if BUILDMODE != 0
inline
#endif
float SCurveGetMaxU(SCurve* that) {
#if BUILDMODE == 0
    if (that == NULL) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'that' is null");
        PBErrCatch(BCurveErr);
    }
#endif
    return (float)(that->_nbSeg);
}

// Get the number of control point in the SCurve
#if BUILDMODE != 0
inline
#endif
int SCurveGetNbCtrl(SCurve* that) {
#if BUILDMODE == 0
    if (that == NULL) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'that' is null");
        PBErrCatch(BCurveErr);
    }
#endif
    return that->_nbSeg * that->_order + 1;
}

// Rotate the curve CCW by 'theta' radians relatively to the origin
// of the coordinates system
#if BUILDMODE != 0
inline
#endif
void SCurveRotOrigin(SCurve* that, float theta) {
#if BUILDMODE == 0
    if (that == NULL) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'that' is null");
        PBErrCatch(BCurveErr);
    }
#endif
    // For each control point
    GSetIterForward iter = GSetIterForwardCreateStatic(&(that->_ctrl));
    do {
        // Rotate the control point
        VecRot((VecFloat*)GSetIterGet(&iter), theta);
    } while (GSetIterStep(&iter));
}

// Rotate the curve CCW by 'theta' radians relatively to its
// first control point
#if BUILDMODE != 0
inline
#endif
void SCurveRotStart(SCurve* that, float theta) {
#if BUILDMODE == 0
    if (that == NULL) {
        BCurveErr->_type = PBErrTypeNullPointer;
    }
#endif
}

```

```

        sprintf(BCurveErr->_msg, "'that' is null");
        PBErrCatch(BCurveErr);
    }
#endif
    VecFloat* origin = (VecFloat*)(that->_ctrl._head->_data);
    // For each control point except the first one
    GSetIterForward iter = GSetIterForwardCreateStatic(&(that->_ctrl));
    if (GSetIterStep(&iter)) {
        do {
            VecFloat* ctrl = (VecFloat*)GSetIterGet(&iter);
            // Translate the control point
            VecOp(ctrl, 1.0, origin, -1.0);
            // Rotate the control point
            VecRot(ctrl, theta);
            // Translate back the control point
            VecOp(ctrl, 1.0, origin, 1.0);
        } while (GSetIterStep(&iter));
    }
}

// Rotate the curve CCW by 'theta' radians relatively to its
// center
#if BUILDMODE != 0
inline
#endif
void SCurveRotCenter(SCurve* that, float theta) {
    #if BUILDMODE == 0
        if (that == NULL) {
            BCurveErr->_type = PBErrTypeNullPointer;
            sprintf(BCurveErr->_msg, "'that' is null");
            PBErrCatch(BCurveErr);
        }
    #endif
    // Get the center
    VecFloat* center = SCurveGetCenter(that);
    // For each control point
    GSetIterForward iter = GSetIterForwardCreateStatic(&(that->_ctrl));
    do {
        VecFloat* ctrl = (VecFloat*)GSetIterGet(&iter);
        // Translate the control point
        VecOp(ctrl, 1.0, center, -1.0);
        // Rotate the control point
        VecRot(ctrl, theta);
        // Translate back the control point
        VecOp(ctrl, 1.0, center, 1.0);
    } while (GSetIterStep(&iter));
    // Free memory
    VecFree(&center);
}

// Scale the curve by 'v' relatively to the origin
// of the coordinates system
#if BUILDMODE != 0
inline
#endif
void _SCurveScaleOriginVector(SCurve* that, VecFloat* v) {
    #if BUILDMODE == 0
        if (that == NULL) {
            BCurveErr->_type = PBErrTypeNullPointer;
            sprintf(BCurveErr->_msg, "'that' is null");
            PBErrCatch(BCurveErr);
        }
    #endif
}

```



```

#endif
// For each control point
GSetIterForward iter = GSetIterForwardCreateStatic(&(that->_ctrl));
do {
    VecFloat* ctrl = (VecFloat*)GSetIterGet(&iter);
    // Scale the control point
    for (int iDim = SCurveGetDim(that); iDim--;)
        VecSet(ctrl, iDim, VecGet(ctrl, iDim) * VecGet(v, iDim));
} while (GSetIterStep(&iter));
}

// Scale the curve by 'c' relatively to the origin
// of the coordinates system
#if BUILDMODE != 0
inline
#endif
void _SCurveScaleOriginScalar(SCurve* that, float c) {
#if BUILDMODE == 0
    if (that == NULL) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'that' is null");
        PBErrCatch(BCurveErr);
    }
#endif
// For each control point
GSetIterForward iter = GSetIterForwardCreateStatic(&(that->_ctrl));
do {
    // Scale the control point
    VecScale((VecFloat*)GSetIterGet(&iter), c);
} while (GSetIterStep(&iter));
}

// Scale the curve by 'v' relatively to its origin
// (first control point)
#if BUILDMODE != 0
inline
#endif
void _SCurveScaleStartVector(SCurve* that, VecFloat* v) {
#if BUILDMODE == 0
    if (that == NULL) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'that' is null");
        PBErrCatch(BCurveErr);
    }
    if (v == NULL) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'v' is null");
        PBErrCatch(BCurveErr);
    }
    if (VecGetDim(v) != SCurveGetDim(that)) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'v' 's dimension is invalid (%d=%d)",
            VecGetDim(v), SCurveGetDim(that));
        PBErrCatch(BCurveErr);
    }
#endif
VecFloat* origin = (VecFloat*)(that->_ctrl._head->_data);
// For each control point except the first one
GSetIterForward iter = GSetIterForwardCreateStatic(&(that->_ctrl));
if (GSetIterStep(&iter)) {
    do {
        VecFloat* ctrl = (VecFloat*)GSetIterGet(&iter);

```

```

        // Translate the control point
        VecOp(ctrl, 1.0, origin, -1.0);
        // Scale the control point
        for (int iDim = SCurveGetDim(that); iDim--;)
            VecSet(ctrl, iDim, VecGet(ctrl, iDim) * VecGet(v, iDim));
        // Translate back the control point
        VecOp(ctrl, 1.0, origin, 1.0);
    } while (GSetIterStep(&iter));
}
}

// Scale the curve by 'c' relatively to its origin
// (first control point)
#if BUILDMODE != 0
inline
#endif
void _SCurveScaleStartScalar(SCurve* that, float c) {
    #if BUILDMODE == 0
        if (that == NULL) {
            BCurveErr->_type = PBErrTypeNullPointer;
            sprintf(BCurveErr->_msg, "'that' is null");
            PBErrCatch(BCurveErr);
        }
    #endif
    VecFloat* origin = (VecFloat*)(that->_ctrl._head->_data);
    // For each control point except teh first one
    GSetIterForward iter = GSetIterForwardCreateStatic(&(that->_ctrl));
    if (GSetIterStep(&iter)) {
        do {
            VecFloat* ctrl = (VecFloat*)GSetIterGet(&iter);
            // Translate the control point
            VecOp(ctrl, 1.0, origin, -1.0);
            // Scale the control point
            VecScale(ctrl, c);
            // Translate back the control point
            VecOp(ctrl, 1.0, origin, 1.0);
        } while (GSetIterStep(&iter));
    }
}

// Scale the curve by 'v' relatively to its center
// (average of control points)
#if BUILDMODE != 0
inline
#endif
void _SCurveScaleCenterVector(SCurve* that, VecFloat* v) {
    #if BUILDMODE == 0
        if (that == NULL) {
            BCurveErr->_type = PBErrTypeNullPointer;
            sprintf(BCurveErr->_msg, "'that' is null");
            PBErrCatch(BCurveErr);
        }
        if (v == NULL) {
            BCurveErr->_type = PBErrTypeNullPointer;
            sprintf(BCurveErr->_msg, "'v' is null");
            PBErrCatch(BCurveErr);
        }
    #endif
    if (VecGetDim(v) != SCurveGetDim(that)) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'v' 's dimension is invalid (%d=%d)",
            VecGetDim(v), SCurveGetDim(that));
        PBErrCatch(BCurveErr);
    }
}

```

```

    }
#endif
    VecFloat* center = SCurveGetCenter(that);
    // For each control point
    GSetIterForward iter = GSetIterForwardCreateStatic(&(amp;that->_ctrl));
    do {
        VecFloat* ctrl = (VecFloat*)GSetIterGet(&iter);
        // Translate the control point
        VecOp(ctrl, 1.0, center, -1.0);
        // Scale the control point
        for (int iDim = SCurveGetDim(that); iDim--;)
            VecSet(ctrl, iDim, VecGet(ctrl, iDim) * VecGet(v, iDim));
        // Translate back the control point
        VecOp(ctrl, 1.0, center, 1.0);
    } while (GSetIterStep(&iter));
    // Free memory
    VecFree(&center);
}

// Scale the curve by 'c' relatively to its center
// (average of control points)
#if BUILDMODE != 0
inline
#endif
void _SCurveScaleCenterScalar(SCurve* that, float c) {
    #if BUILDMODE == 0
        if (that == NULL) {
            BCurveErr->_type = PBErrTypeNullPointer;
            sprintf(BCurveErr->_msg, "'that' is null");
            PBErrCatch(BCurveErr);
        }
    #endif
    VecFloat* center = SCurveGetCenter(that);
    // For each control point
    GSetIterForward iter = GSetIterForwardCreateStatic(&(amp;that->_ctrl));
    do {
        VecFloat* ctrl = (VecFloat*)GSetIterGet(&iter);
        // Translate the control point
        VecOp(ctrl, 1.0, center, -1.0);
        // Scale the control point
        VecScale(ctrl, c);
        // Translate back the control point
        VecOp(ctrl, 1.0, center, 1.0);
    } while (GSetIterStep(&iter));
    // Free memory
    VecFree(&center);
}

// Translate the curve by 'v'
#if BUILDMODE != 0
inline
#endif
void _SCurveTranslate(SCurve* that, VecFloat* v) {
    #if BUILDMODE == 0
        if (that == NULL) {
            BCurveErr->_type = PBErrTypeNullPointer;
            sprintf(BCurveErr->_msg, "'that' is null");
            PBErrCatch(BCurveErr);
        }
        if (v == NULL) {
            BCurveErr->_type = PBErrTypeNullPointer;
            sprintf(BCurveErr->_msg, "'v' is null");
        }
    #endif
}

```

```

        PBErCatch(BCurveErr);
    }
    if (VecGetDim(v) != SCurveGetDim(that)) {
        BCurveErr->_type = PBErrTypeInvalidArg;
        sprintf(BCurveErr->_msg, "Dimension of 'v' is invalid (%d=%d)",
            VecGetDim(v), SCurveGetDim(that));
        PBErCatch(BCurveErr);
    }
#endif
    // Translate all the control points
    GSetIterForward iter = GSetIterForwardCreateStatic(&(that->_ctrl));
    do {
        VecOp((VecFloat*)GSetIterGet(&iter), 1.0, v, 1.0);
    } while (GSetIterStep(&iter));
}

// Get the value of the SCurve at paramater 'u'
// The value is equal to the value of the floor(u)-th segment at
// value (u - floor(u))
// u can extend beyond [0.0, _nbSeg]
#if BUILDMODE != 0
inline
#endif
VecFloat* SCurveGet(SCurve* that, float u) {
#if BUILDMODE == 0
    if (that == NULL) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'that' is null");
        PBErCatch(BCurveErr);
    }
#endif
    // Declare a variable to memorize the relevant segment
    int iSeg = 0;
    // Get the segment the corresponding to 'u'
    if (u < 0.0)
        iSeg = 0;
    else if (u >= that->_nbSeg) {
        iSeg = that->_nbSeg - 1;
        u -= (float)(that->_nbSeg - 1);
    } else {
        iSeg = (int)floor(u);
        u -= (float)iSeg;
    }
    // Get the value of the BCurve
    return BCurveGet(SCurveSeg(that, iSeg), u);
}

// Get the approximate length of the SCurve (sum of approxLen
// of its BCurves)
#if BUILDMODE != 0
inline
#endif
float SCurveGetApproxLen(SCurve* that) {
#if BUILDMODE == 0
    if (that == NULL) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'that' is null");
        PBErCatch(BCurveErr);
    }
#endif
    // Declare a variable to memorize the length
    float length = 0.0;

```

```

// For each segment
GSetIterForward iter = GSetIterForwardCreateStatic(&(that->_seg));
do {
    // Add the length of this segment
    length += BCurveGetApproxLen((BCurve*)GSetIterGet(&iter));
} while (GSetIterStep(&iter));
// Return the result
return length;
}

// Set the 'iCtrl'-th control point to 'v'
#if BUILDMODE != 0
inline
#endif
void SCurveSetCtrl(SCurve* that, int iCtrl, VecFloat* v) {
#if BUILDMODE == 0
    if (that == NULL) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'that' is null");
        PBErrCatch(BCurveErr);
    }
    if (v == NULL) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'v' is null");
        PBErrCatch(BCurveErr);
    }
    if (iCtrl < 0 || iCtrl >= SCurveGetNbCtrl(that)) {
        BCurveErr->_type = PBErrTypeInvalidArg;
        sprintf(BCurveErr->_msg, "'iCtrl' is invalid (0<=%d<=%d)",
            iCtrl, SCurveGetNbCtrl(that));
        PBErrCatch(BCurveErr);
    }
#endif
    VecCopy((VecFloat*)GSetGet(&(that->_ctrl), iCtrl), v);
}

// Set the attached SCurve of the SCurveIter 'that' to 'curve'
#if BUILDMODE != 0
inline
#endif
void SCurveIterSetCurve(SCurveIter* that, SCurve* curve) {
#if BUILDMODE == 0
    if (that == NULL) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'that' is null");
        PBErrCatch(BCurveErr);
    }
    if (curve == NULL) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'curve' is null");
        PBErrCatch(BCurveErr);
    }
#endif
    that->_curve = curve;
}

// Set the delta of the SCurveIter 'that' to 'delta'
#if BUILDMODE != 0
inline
#endif
void SCurveIterSetDelta(SCurveIter* that, float delta) {
#if BUILDMODE == 0

```

```

    if (that == NULL) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'that' is null");
        PBErrCatch(BCurveErr);
    }
    if (delta <= 0.0) {
        BCurveErr->_type = PBErrTypeInvalidArg;
        sprintf(BCurveErr->_msg, "'delta' is invalid (%f>0)", delta);
        PBErrCatch(BCurveErr);
    }
}
#endif
    that->_delta = delta;
}

// Get the attached curve of the SCurveIter 'that'
#if BUILDMODE != 0
inline
#endif
SCurve* SCurveIterCurve(SCurveIter* that) {
#if BUILDMODE == 0
    if (that == NULL) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'that' is null");
        PBErrCatch(BCurveErr);
    }
#endif
    return that->_curve;
}

// Get the delta of the SCurveIter 'that'
#if BUILDMODE != 0
inline
#endif
float SCurveIterGetDelta(SCurveIter* that) {
#if BUILDMODE == 0
    if (that == NULL) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'that' is null");
        PBErrCatch(BCurveErr);
    }
#endif
    return that->_delta;
}

// Init the SCurveIter 'that'
#if BUILDMODE != 0
inline
#endif
void SCurveIterInit(SCurveIter* that) {
#if BUILDMODE == 0
    if (that == NULL) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'that' is null");
        PBErrCatch(BCurveErr);
    }
#endif
    that->_curPos = 0.0;
}

// Step the SCurveIter 'that'
// Return false if it couldn't step, true else
#if BUILDMODE != 0

```

```

inline
#endif
bool SCurveIterStep(SCurveIter* that) {
#if BUILDMODE == 0
    if (that == NULL) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'that' is null");
        PBErrCatch(BCurveErr);
    }
#endif
    if (that->_curPos >
        SCurveGetMaxU(SCurveIterCurve(that)) - PBMath_EPSILON)
        return false;
    that->_curPos += that->_delta;
    if (that->_curPos > SCurveGetMaxU(SCurveIterCurve(that)))
        that->_curPos = SCurveGetMaxU(SCurveIterCurve(that));
    return true;
}

// Step back the SCurveIter 'that'
// Return false if it couldn't step, true else
#if BUILDMODE != 0
inline
#endif
bool SCurveIterStepP(SCurveIter* that) {
#if BUILDMODE == 0
    if (that == NULL) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'that' is null");
        PBErrCatch(BCurveErr);
    }
#endif
    if (that->_curPos < PBMath_EPSILON)
        return false;
    that->_curPos -= that->_delta;
    if (that->_curPos < 0.0)
        that->_curPos = 0.0;
    return true;
}

// Get the current value of the internal parameter of the
// SCurveIter 'that'
#if BUILDMODE != 0
inline
#endif
float SCurveIterGetPos(SCurveIter* that) {
#if BUILDMODE == 0
    if (that == NULL) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'that' is null");
        PBErrCatch(BCurveErr);
    }
#endif
    return that->_curPos;
}

// Get the current value of the attached SCurve at the current
// internal position of the SCurveIter 'that'
#if BUILDMODE != 0
inline
#endif
VecFloat* SCurveIterGet(SCurveIter* that) {

```

```

#if BUILDMODE == 0
    if (that == NULL) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'that' is null");
        PBErrCatch(BCurveErr);
    }
#endif
return SCurveGet(SCurveIterCurve(that), that->_curPos);
}

// Set the value of the iCtrl-th control point to v
#if BUILDMODE != 0
inline
#endif
void _BBodySetCtrl(BBody* that, VecShort* iCtrl, VecFloat* v) {
#if BUILDMODE == 0
    if (that == NULL) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'that' is null");
        PBErrCatch(BCurveErr);
    }
    if (iCtrl == NULL) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'iCtrl' is null");
        PBErrCatch(BCurveErr);
    }
    if (v == NULL) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'v' is null");
        PBErrCatch(BCurveErr);
    }
    if (VecGetDim(iCtrl) != VecGet(&(that->_dim), 0)) {
        BCurveErr->_type = PBErrTypeInvalidArg;
        sprintf(BCurveErr->_msg, "Dimension of 'iCtrl' is invalid (%d=%d)",
            VecGetDim(iCtrl), VecGet(&(that->_dim), 0));
        PBErrCatch(BCurveErr);
    }
    if (VecGetDim(v) != VecGet(&(that->_dim), 1)) {
        BCurveErr->_type = PBErrTypeInvalidArg;
        sprintf(BCurveErr->_msg, "Dimension of 'v' is invalid (%d=%d)",
            VecGetDim(v), VecGet(&(that->_dim), 1));
        PBErrCatch(BCurveErr);
    }
}
#endif
// Get the index of the ctrl
int index = BBodyGetIndexCtrl(that, iCtrl);
// If we could get the index
if (index != -1)
    // Set the ctrl
    VecCopy(that->_ctrl[index], v);
}

// Get the number of control points of the BBody 'that'
#if BUILDMODE != 0
inline
#endif
int BBodyGetNbCtrl(BBody* that) {
#if BUILDMODE == 0
    if (that == NULL) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'that' is null");
        PBErrCatch(BCurveErr);
    }
}

```



```

    }
#endif
    // Return the number of control points
    return powi(that->_order + 1, VecGet(&(that->_dim), 0));
}

// Get the the 'iCtrl'-th control point of 'that'
#if BUILDMODE != 0
inline
#endif
VecFloat* _BBodyCtrl(BBody* that, VecShort* iCtrl) {
#if BUILDMODE == 0
    if (that == NULL) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'that' is null");
        PBErrCatch(BCurveErr);
    }
    if (iCtrl == NULL) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'iCtrl' is null");
        PBErrCatch(BCurveErr);
    }
    if (VecGetDim(iCtrl) != VecGet(&(that->_dim), 0)) {
        BCurveErr->_type = PBErrTypeInvalidArg;
        sprintf(BCurveErr->_msg, "Dimension of 'iCtrl' is invalid (%d=%d)",
            VecGetDim(iCtrl), VecGet(&(that->_dim), 0));
        PBErrCatch(BCurveErr);
    }
}
#endif
    // Get the index
    int index = BBodyGetIndexCtrl(that, iCtrl);
    // If we could get the index
    if (index != -1)
        // Return the control
        return that->_ctrl[index];
    // Else, we couldn't get the index
    else
        // Return NULL
        return NULL;
}

// Get the index in _ctrl of the 'iCtrl' control point of 'that'
#if BUILDMODE != 0
inline
#endif
int _BBodyGetIndexCtrl(BBody* that, VecShort* iCtrl) {
#if BUILDMODE == 0
    if (that == NULL) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'that' is null");
        PBErrCatch(BCurveErr);
    }
    if (iCtrl == NULL) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'iCtrl' is null");
        PBErrCatch(BCurveErr);
    }
    if (VecGetDim(iCtrl) != VecGet(&(that->_dim), 0)) {
        BCurveErr->_type = PBErrTypeInvalidArg;
        sprintf(BCurveErr->_msg, "Dimension of 'iCtrl' is invalid (%d=%d)",
            VecGetDim(iCtrl), VecGet(&(that->_dim), 0));
        PBErrCatch(BCurveErr);
    }
}

```

```

    }
#endif
    for (int iDim = VecGetDim(iCtrl); iDim--;)
        if (VecGet(iCtrl, iDim) < 0 ||
            VecGet(iCtrl, iDim) > that->_order)
            return -1;
    // Declare a variable to memorize the dimension of input
    int dim = VecGetDim(iCtrl);
    // Get the index
    int index = 0;
    for (int iDim = 0; iDim < dim; ++iDim)
        index += index * that->_order + VecGet(iCtrl, iDim);
    // return the index
    return index;
}

// Get the order of the BBody 'that'
#if BUILDMODE != 0
inline
#endif
int BBodyGetOrder(BBody* that) {
    if BUILDMODE == 0
        if (that == NULL) {
            BCurveErr->_type = PBErrTypeNullPointer;
            sprintf(BCurveErr->_msg, "'that' is null");
            PBErrCatch(BCurveErr);
        }
    #endif
    return that->_order;
}

// Get the dimensions of the BBody 'that'
#if BUILDMODE != 0
inline
#endif
VecShort2D* BBodyDim(BBody* that) {
    if BUILDMODE == 0
        if (that == NULL) {
            BCurveErr->_type = PBErrTypeNullPointer;
            sprintf(BCurveErr->_msg, "'that' is null");
            PBErrCatch(BCurveErr);
        }
    #endif
    return &(that->_dim);
}

// Get a copy of the dimensions of the BBody 'that'
#if BUILDMODE != 0
inline
#endif
VecShort2D BBodyGetDim(BBody* that) {
    if BUILDMODE == 0
        if (that == NULL) {
            BCurveErr->_type = PBErrTypeNullPointer;
            sprintf(BCurveErr->_msg, "'that' is null");
            PBErrCatch(BCurveErr);
        }
    #endif
    return that->_dim;
}

// Return the center of the BBody (average of control points)

```

```

#if BUILDMODE != 0
inline
#endif
VecFloat* BBodyGetCenter(BBody* that) {
#if BUILDMODE == 0
    if (that == NULL) {
        BCurveErr->_type = PErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'that' is null");
        PErrCatch(BCurveErr);
    }
#endif
    // Sum all the control points
    VecFloat* center = VecFloatCreate(VecGet(BBodyDim(that), 1));
    for (int iCtrl = BBodyGetNbCtrl(that); iCtrl--;)
        VecOp(center, 1.0, that->_ctrl[iCtrl], 1.0);
    // Get the average
    VecScale(center, 1.0 / (float)(BBodyGetNbCtrl(that)));
    // Return the result
    return center;
}

// Translate the BBody by 'v'
#if BUILDMODE != 0
inline
#endif
void _BBodyTranslate(BBody* that, VecFloat* v) {
#if BUILDMODE == 0
    if (that == NULL) {
        BCurveErr->_type = PErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'that' is null");
        PErrCatch(BCurveErr);
    }
    if (v == NULL) {
        BCurveErr->_type = PErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'v' is null");
        PErrCatch(BCurveErr);
    }
    if (VecGetDim(v) != VecGet(BBodyDim(that), 1)) {
        BCurveErr->_type = PErrTypeInvalidArg;
        sprintf(BCurveErr->_msg, "Dimension of 'v' is invalid (%d=%d)",
            VecGetDim(v), VecGet(BBodyDim(that), 1));
        PErrCatch(BCurveErr);
    }
#endif
    // For each control point
    for (int iCtrl = BBodyGetNbCtrl(that); iCtrl--;)
        // Translate the control point
        VecOp(that->_ctrl[iCtrl], 1.0, v, 1.0);
}

// Scale the BBody by 'v' relatively to the origin
#if BUILDMODE != 0
inline
#endif
void _BBodyScaleOriginVector(BBody* that, VecFloat* v) {
#if BUILDMODE == 0
    if (that == NULL) {
        BCurveErr->_type = PErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'that' is null");
        PErrCatch(BCurveErr);
    }
    if (v == NULL) {

```

```

        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'v' is null");
        PBErrCatch(BCurveErr);
    }
    if (VecGetDim(v) != VecGet(BBodyDim(that), 1)) {
        BCurveErr->_type = PBErrTypeInvalidArg;
        sprintf(BCurveErr->_msg, "Dimension of 'v' is invalid (%d=%d)",
            VecGetDim(v), VecGet(BBodyDim(that), 1));
        PBErrCatch(BCurveErr);
    }
#endif
    // For each control point
    for (int iCtrl = BBodyGetNbCtrl(that); iCtrl--;) {
        VecFloat* ctrl = that->_ctrl[iCtrl];
        // Scale the control point
        for (int dim = 0; dim < VecGetDim(ctrl); ++dim)
            VecSet(ctrl, dim, VecGet(ctrl, dim) * VecGet(v, dim));
    }
}

// Scale the BBody by 'c' relatively to the origin
#if BUILDMODE != 0
inline
#endif
void _BBodyScaleOriginScalar(BBody* that, float c) {
#if BUILDMODE == 0
    if (that == NULL) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'that' is null");
        PBErrCatch(BCurveErr);
    }
#endif
    // For each control point
    for (int iCtrl = BBodyGetNbCtrl(that); iCtrl--;)
        // Scale the control point
        VecScale(that->_ctrl[iCtrl], c);
}

// Scale the BBody by 'v' relatively to its origin
// (first control point)
#if BUILDMODE != 0
inline
#endif
void _BBodyScaleStartVector(BBody* that, VecFloat* v) {
#if BUILDMODE == 0
    if (that == NULL) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'that' is null");
        PBErrCatch(BCurveErr);
    }
    if (v == NULL) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'v' is null");
        PBErrCatch(BCurveErr);
    }
    if (VecGetDim(v) != VecGet(BBodyDim(that), 1)) {
        BCurveErr->_type = PBErrTypeInvalidArg;
        sprintf(BCurveErr->_msg, "Dimension of 'v' is invalid (%d=%d)",
            VecGetDim(v), VecGet(BBodyDim(that), 1));
        PBErrCatch(BCurveErr);
    }
}
#endif

```

```

// For each control point except the first one
for (int iCtrl = BBodyGetNbCtrl(that); iCtrl-- && iCtrl != 0;) {
    VecFloat* ctrl = that->_ctrl[iCtrl];
    // Translate the control point
    VecOp(ctrl, 1.0, that->_ctrl[0], -1.0);
    // Scale the control point
    for (int dim = 0; dim < VecGetDim(that->_ctrl[iCtrl]); ++dim)
        VecSet(ctrl, dim, VecGet(ctrl, dim) * VecGet(v, dim));
    // Translate back the control point
    VecOp(ctrl, 1.0, that->_ctrl[0], 1.0);
}
}

// Scale the BBody by 'c' relatively to its origin
// (first control point)
#if BUILDMODE != 0
inline
#endif
void _BBodyScaleStartScalar(BBody* that, float c) {
    #if BUILDMODE == 0
        if (that == NULL) {
            BCurveErr->_type = PBErrTypeNullPointer;
            sprintf(BCurveErr->_msg, "'that' is null");
            PBErrCatch(BCurveErr);
        }
    #endif
    // For each control point except the first one
    for (int iCtrl = BBodyGetNbCtrl(that); iCtrl-- && iCtrl != 0;) {
        VecFloat* ctrl = that->_ctrl[iCtrl];
        // Translate the control point
        VecOp(ctrl, 1.0, that->_ctrl[0], -1.0);
        // Scale the control point
        VecScale(ctrl, c);
        // Translate back the control point
        VecOp(ctrl, 1.0, that->_ctrl[0], 1.0);
    }
}

// Scale the BBody by 'v' relatively to its center
// (average of control points)
#if BUILDMODE != 0
inline
#endif
void _BBodyScaleCenterVector(BBody* that, VecFloat* v) {
    #if BUILDMODE == 0
        if (that == NULL) {
            BCurveErr->_type = PBErrTypeNullPointer;
            sprintf(BCurveErr->_msg, "'that' is null");
            PBErrCatch(BCurveErr);
        }
        if (v == NULL) {
            BCurveErr->_type = PBErrTypeNullPointer;
            sprintf(BCurveErr->_msg, "'v' is null");
            PBErrCatch(BCurveErr);
        }
        if (VecGetDim(v) != VecGet(BBodyDim(that), 1)) {
            BCurveErr->_type = PBErrTypeInvalidArg;
            sprintf(BCurveErr->_msg, "Dimension of 'v' is invalid (%d=%d)",
                VecGetDim(v), VecGet(BBodyDim(that), 1));
            PBErrCatch(BCurveErr);
        }
    #endif
}

```

```

VecFloat* center = BBodyGetCenter(that);
// For each control point
for (int iCtrl = BBodyGetNbCtrl(that); iCtrl--;) {
    VecFloat* ctrl = that->_ctrl[iCtrl];
    // Translate the control point
    VecOp(ctrl, 1.0, center, -1.0);
    // Scale the control point
    for (int dim = 0; dim < VecGetDim(that->_ctrl[iCtrl]); ++dim)
        VecSet(ctrl, dim, VecGet(ctrl, dim) * VecGet(v, dim));
    // Translate back the control point
    VecOp(ctrl, 1.0, center, 1.0);
}
// Free memory
VecFree(&center);
}

// Scale the BBody by 'c' relatively to its center
// (average of control points)
#if BUILDMODE != 0
inline
#endif
void _BBodyScaleCenterScalar(BBody* that, float c) {
    #if BUILDMODE == 0
        if (that == NULL) {
            BCurveErr->_type = PErrTypeNullPointer;
            sprintf(BCurveErr->_msg, "'that' is null");
            PErrCatch(BCurveErr);
        }
    #endif
    VecFloat* center = BBodyGetCenter(that);
    // For each control point
    for (int iCtrl = BBodyGetNbCtrl(that); iCtrl--;) {
        VecFloat* ctrl = that->_ctrl[iCtrl];
        // Translate the control point
        VecOp(ctrl, 1.0, center, -1.0);
        // Scale the control point
        VecScale(ctrl, c);
        // Translate back the control point
        VecOp(ctrl, 1.0, center, 1.0);
    }
    // Free memory
    VecFree(&center);
}

// Rotate the BBody by 'theta' relatively to the origin
// of the coordinates system around 'axis'
// dim[1] of BBody must be 3
#if BUILDMODE != 0
inline
#endif
void BBodyRotAxisOrigin(BBody* that, VecFloat3D* axis, float theta) {
    #if BUILDMODE == 0
        if (that == NULL) {
            BCurveErr->_type = PErrTypeNullPointer;
            sprintf(BCurveErr->_msg, "'that' is null");
            PErrCatch(BCurveErr);
        }
        if (axis == NULL) {
            BCurveErr->_type = PErrTypeNullPointer;
            sprintf(BCurveErr->_msg, "'axis' is null");
            PErrCatch(BCurveErr);
        }
    #endif
}

```

```

    if (VecGet(BBodyDim(that), 1) != 3) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'that' 's dimension is invalid (%d=3)",
            VecGet(BBodyDim(that), 1));
        PBErrCatch(BCurveErr);
    }
#endif
    // For each control point
    for (int iCtrl = BBodyGetNbCtrl(that); iCtrl--;) {
        VecFloat* ctrl = that->_ctrl[iCtrl];
        // Rotate the control point
        VecRotAxis((VecFloat3D*)ctrl, axis, theta);
    }
}

// Rotate the BBody by 'theta' relatively to the center
// of the body around 'axis'
// dim[1] of BBody must be 3
#if BUILDMODE != 0
inline
#endif
void BBodyRotAxisCenter(BBody* that, VecFloat3D* axis, float theta) {
    #if BUILDMODE == 0
        if (that == NULL) {
            BCurveErr->_type = PBErrTypeNullPointer;
            sprintf(BCurveErr->_msg, "'that' is null");
            PBErrCatch(BCurveErr);
        }
        if (axis == NULL) {
            BCurveErr->_type = PBErrTypeNullPointer;
            sprintf(BCurveErr->_msg, "'axis' is null");
            PBErrCatch(BCurveErr);
        }
        if (VecGet(BBodyDim(that), 1) != 3) {
            BCurveErr->_type = PBErrTypeNullPointer;
            sprintf(BCurveErr->_msg, "'that' 's dimension is invalid (%d=3)",
                VecGet(BBodyDim(that), 1));
            PBErrCatch(BCurveErr);
        }
    #endif
    VecFloat* center = BBodyGetCenter(that);
    // For each control point
    for (int iCtrl = BBodyGetNbCtrl(that); iCtrl--;) {
        VecFloat* ctrl = that->_ctrl[iCtrl];
        // Translate the control point
        VecOp(ctrl, 1.0, center, -1.0);
        // Rotate the control point
        VecRotAxis((VecFloat3D*)ctrl, axis, theta);
        // Translate back the control point
        VecOp(ctrl, 1.0, center, 1.0);
    }
    // Free memory
    VecFree(&center);
}

// Rotate the BBody by 'theta' relatively to the first control point
// of the body around 'axis'
// dim[1] of BBody must be 3
#if BUILDMODE != 0
inline
#endif
void BBodyRotAxisStart(BBody* that, VecFloat3D* axis, float theta) {

```

```

#if BUILDMODE == 0
    if (that == NULL) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'that' is null");
        PBErrCatch(BCurveErr);
    }
    if (axis == NULL) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'axis' is null");
        PBErrCatch(BCurveErr);
    }
    if (VecGet(BBodyDim(that), 1) != 3) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'that' 's dimension is invalid (%d=3)",
            VecGet(BBodyDim(that), 1));
        PBErrCatch(BCurveErr);
    }
#endif
    VecFloat* start = that->_ctrl[0];
    // For each control point except the first one
    for (int iCtrl = BBodyGetNbCtrl(that); iCtrl-- && iCtrl != 0;) {
        VecFloat* ctrl = that->_ctrl[iCtrl];
        // Translate the control point
        VecOp(ctrl, 1.0, start, -1.0);
        // Rotate the control point
        VecRotAxis((VecFloat3D*)ctrl, axis, theta);
        // Translate back the control point
        VecOp(ctrl, 1.0, start, 1.0);
    }
}

// Rotate the BBody by 'theta' relatively to the origin
// of the coordinates system around X
// dim[1] of BBody must be 3
#if BUILDMODE != 0
inline
#endif
void BBodyRotXOrigin(BBody* that, float theta) {
#if BUILDMODE == 0
    if (that == NULL) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'that' is null");
        PBErrCatch(BCurveErr);
    }
    if (VecGet(BBodyDim(that), 1) != 3) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'that' 's dimension is invalid (%d=3)",
            VecGet(BBodyDim(that), 1));
        PBErrCatch(BCurveErr);
    }
#endif
    // For each control point
    for (int iCtrl = BBodyGetNbCtrl(that); iCtrl--;) {
        VecFloat* ctrl = that->_ctrl[iCtrl];
        // Rotate the control point
        VecRotX((VecFloat3D*)ctrl, theta);
    }
}

// Rotate the BBody by 'theta' relatively to the center
// of the body around X
// dim[1] of BBody must be 3

```



```

#if BUILDMODE != 0
inline
#endif
void BBodyRotXCenter(BBody* that, float theta) {
#if BUILDMODE == 0
    if (that == NULL) {
        BCurveErr->_type = PErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'that' is null");
        PErrCatch(BCurveErr);
    }
    if (VecGet(BBodyDim(that), 1) != 3) {
        BCurveErr->_type = PErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'that' 's dimension is invalid (%d=3)",
            VecGet(BBodyDim(that), 1));
        PErrCatch(BCurveErr);
    }
#endif
    VecFloat* center = BBodyGetCenter(that);
    // For each control point
    for (int iCtrl = BBodyGetNbCtrl(that); iCtrl--;) {
        VecFloat* ctrl = that->_ctrl[iCtrl];
        // Translate the control point
        VecOp(ctrl, 1.0, center, -1.0);
        // Rotate the control point
        VecRotX((VecFloat3D*)ctrl, theta);
        // Translate back the control point
        VecOp(ctrl, 1.0, center, 1.0);
    }
    // Free memory
    VecFree(&center);
}

// Rotate the BBody by 'theta' relatively to the first control point
// of the body around X
// dim[1] of BBody must be 3
#if BUILDMODE != 0
inline
#endif
void BBodyRotXStart(BBody* that, float theta) {
#if BUILDMODE == 0
    if (that == NULL) {
        BCurveErr->_type = PErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'that' is null");
        PErrCatch(BCurveErr);
    }
    if (VecGet(BBodyDim(that), 1) != 3) {
        BCurveErr->_type = PErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'that' 's dimension is invalid (%d=3)",
            VecGet(BBodyDim(that), 1));
        PErrCatch(BCurveErr);
    }
#endif
    VecFloat* start = that->_ctrl[0];
    // For each control point except the first one
    for (int iCtrl = BBodyGetNbCtrl(that); iCtrl-- && iCtrl != 0;) {
        VecFloat* ctrl = that->_ctrl[iCtrl];
        // Translate the control point
        VecOp(ctrl, 1.0, start, -1.0);
        // Rotate the control point
        VecRotX((VecFloat3D*)ctrl, theta);
        // Translate back the control point
        VecOp(ctrl, 1.0, start, 1.0);
    }
}

```

```

    }
}

// Rotate the BBody by 'theta' relatively to the origin
// of the coordinates system around Y
// dim[1] of BBody must be 3
#if BUILDMODE != 0
inline
#endif
void BBodyRotYOrigin(BBody* that, float theta) {
#if BUILDMODE == 0
    if (that == NULL) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'that' is null");
        PBErrCatch(BCurveErr);
    }
    if (VecGet(BBodyDim(that), 1) != 3) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'that' 's dimension is invalid (%d=3)",
            VecGet(BBodyDim(that), 1));
        PBErrCatch(BCurveErr);
    }
#endif
    // For each control point
    for (int iCtrl = BBodyGetNbCtrl(that); iCtrl--;) {
        VecFloat* ctrl = that->_ctrl[iCtrl];
        // Rotate the control point
        VecRotY((VecFloat3D*)ctrl, theta);
    }
}

// Rotate the BBody by 'theta' relatively to the center
// of the body around Y
// dim[1] of BBody must be 3
#if BUILDMODE != 0
inline
#endif
void BBodyRotYCenter(BBody* that, float theta) {
#if BUILDMODE == 0
    if (that == NULL) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'that' is null");
        PBErrCatch(BCurveErr);
    }
    if (VecGet(BBodyDim(that), 1) != 3) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'that' 's dimension is invalid (%d=3)",
            VecGet(BBodyDim(that), 1));
        PBErrCatch(BCurveErr);
    }
#endif
    VecFloat* center = BBodyGetCenter(that);
    // For each control point
    for (int iCtrl = BBodyGetNbCtrl(that); iCtrl--;) {
        VecFloat* ctrl = that->_ctrl[iCtrl];
        // Translate the control point
        VecOp(ctrl, 1.0, center, -1.0);
        // Rotate the control point
        VecRotY((VecFloat3D*)ctrl, theta);
        // Translate back the control point
        VecOp(ctrl, 1.0, center, 1.0);
    }
}

```

```

    // Free memory
    VecFree(&center);
}

// Rotate the BBody by 'theta' relatively to the first control point
// of the body around Y
// dim[1] of BBody must be 3
#if BUILDMODE != 0
inline
#endif
void BBodyRotYStart(BBody* that, float theta) {
#if BUILDMODE == 0
    if (that == NULL) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'that' is null");
        PBErrCatch(BCurveErr);
    }
    if (VecGet(BBodyDim(that), 1) != 3) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'that' 's dimension is invalid (%d=3)",
            VecGet(BBodyDim(that), 1));
        PBErrCatch(BCurveErr);
    }
#endif
    VecFloat* start = that->_ctrl[0];
    // For each control point except the first one
    for (int iCtrl = BBodyGetNbCtrl(that); iCtrl-- && iCtrl != 0;) {
        VecFloat* ctrl = that->_ctrl[iCtrl];
        // Translate the control point
        VecOp(ctrl, 1.0, start, -1.0);
        // Rotate the control point
        VecRotY((VecFloat3D*)ctrl, theta);
        // Translate back the control point
        VecOp(ctrl, 1.0, start, 1.0);
    }
}

// Rotate the BBody by 'theta' relatively to the origin
// of the coordinates system around Z
// dim[1] of BBody must be 3
#if BUILDMODE != 0
inline
#endif
void BBodyRotZOrigin(BBody* that, float theta) {
#if BUILDMODE == 0
    if (that == NULL) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'that' is null");
        PBErrCatch(BCurveErr);
    }
    if (VecGet(BBodyDim(that), 1) != 3) {
        BCurveErr->_type = PBErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'that' 's dimension is invalid (%d=3)",
            VecGet(BBodyDim(that), 1));
        PBErrCatch(BCurveErr);
    }
#endif
    // For each control point
    for (int iCtrl = BBodyGetNbCtrl(that); iCtrl--;) {
        VecFloat* ctrl = that->_ctrl[iCtrl];
        // Rotate the control point
        VecRotZ((VecFloat3D*)ctrl, theta);
    }
}

```

```

    }
}

// Rotate the BBody by 'theta' relatively to the center
// of the body around Z
// dim[1] of BBody must be 3
#if BUILDMODE != 0
inline
#endif
void BBodyRotZCenter(BBody* that, float theta) {
#if BUILDMODE == 0
    if (that == NULL) {
        BCurveErr->_type = PErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'that' is null");
        PErrCatch(BCurveErr);
    }
    if (VecGet(BBodyDim(that), 1) != 3) {
        BCurveErr->_type = PErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'that' 's dimension is invalid (%d=3)",
            VecGet(BBodyDim(that), 1));
        PErrCatch(BCurveErr);
    }
#endif
    VecFloat* center = BBodyGetCenter(that);
    // For each control point
    for (int iCtrl = BBodyGetNbCtrl(that); iCtrl--;) {
        VecFloat* ctrl = that->_ctrl[iCtrl];
        // Translate the control point
        VecOp(ctrl, 1.0, center, -1.0);
        // Rotate the control point
        VecRotZ((VecFloat3D*)ctrl, theta);
        // Translate back the control point
        VecOp(ctrl, 1.0, center, 1.0);
    }
    // Free memory
    VecFree(&center);
}

// Rotate the BBody by 'theta' relatively to the first control point
// of the body around Z
// dim[1] of BBody must be 3
#if BUILDMODE != 0
inline
#endif
void BBodyRotZStart(BBody* that, float theta) {
#if BUILDMODE == 0
    if (that == NULL) {
        BCurveErr->_type = PErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'that' is null");
        PErrCatch(BCurveErr);
    }
    if (VecGet(BBodyDim(that), 1) != 3) {
        BCurveErr->_type = PErrTypeNullPointer;
        sprintf(BCurveErr->_msg, "'that' 's dimension is invalid (%d=3)",
            VecGet(BBodyDim(that), 1));
        PErrCatch(BCurveErr);
    }
#endif
    VecFloat* start = that->_ctrl[0];
    // For each control point except the first one
    for (int iCtrl = BBodyGetNbCtrl(that); iCtrl-- && iCtrl != 0;) {
        VecFloat* ctrl = that->_ctrl[iCtrl];

```

```

    // Translate the control point
    VecOp(ctrl, 1.0, start, -1.0);
    // Rotate the control point
    VecRotZ((VecFloat3D*)ctrl, theta);
    // Translate back the control point
    VecOp(ctrl, 1.0, start, 1.0);
}
}

```

## 4 Makefile

```

#directory
PBERRDIR=../PBErr

# Build mode
# 0: development (max safety, no optimisation)
# 1: release (min safety, optimisation)
# 2: fast and furious (no safety, optimisation)
BUILDMODE=1

include $(PBERRDIR)/Makefile.inc

INCPATH=-I./ -I$(PBERRDIR)/
BUILDOPTIONS=$(BUILDPARAM) $(INCPATH)

# compiler
COMPILER=gcc

#rules
all : main

main: main.o pberr.o pbmath.o Makefile
$(COMPILER) main.o pberr.o pbmath.o $(LINKOPTIONS) -o main

main.o : main.c $(PBERRDIR)/pberr.h pbmath.h pbmath-inline.c Makefile
$(COMPILER) $(BUILDOPTIONS) -c main.c

pbmath.o : pbmath.c pbmath.h pbmath-inline.c Makefile
$(COMPILER) $(BUILDOPTIONS) -c pbmath.c

pberr.o : $(PBERRDIR)/pberr.c $(PBERRDIR)/pberr.h Makefile
$(COMPILER) $(BUILDOPTIONS) -c $(PBERRDIR)/pberr.c

clean :
rm -rf *.o main

valgrind :
valgrind -v --track-origins=yes --leak-check=full --gen-suppressions=yes --show-leak-kinds=all ./main

unitTest :
main > unitTest.txt; diff unitTest.txt unitTestRef.txt

```

## 5 Unit tests

```

#include <stdlib.h>
#include <stdio.h>

```

```

#include <time.h>
#include <string.h>
#include <time.h>
#include <unistd.h>
#include <sys/time.h>
#include "pberr.h"
#include "bcurve.h"

#define RANDOMSEED 0

void UnitTestBCurveCreateCloneFree() {
    int order = 3;
    int dim = 2;
    BCurve* curve = BCurveCreate(order, dim);
    if (curve->_dim != dim || curve->_order != order){
        BCurveErr->_type = PBErrTypeUnitTestFailed;
        sprintf(BCurveErr->_msg, "BCurveCreate failed");
        PBErrCatch(BCurveErr);
    }
    VecFloat* v = VecFloatCreate(dim);
    for (int iCtrl = order + 1; iCtrl--;) {
        if (VecIsEqual(curve->_ctrl[iCtrl], v) == false) {
            BCurveErr->_type = PBErrTypeUnitTestFailed;
            sprintf(BCurveErr->_msg, "BCurveCreate failed");
            PBErrCatch(BCurveErr);
        }
    }
    for (int iCtrl = order + 1; iCtrl--;) {
        for (int iDim = dim; iDim--;)
            VecSet(v, iDim, iCtrl * dim + iDim);
        BCurveSetCtrl(curve, iCtrl, v);
    }
    BCurve* clone = BCurveClone(curve);
    if (clone->_dim != dim || clone->_order != order){
        BCurveErr->_type = PBErrTypeUnitTestFailed;
        sprintf(BCurveErr->_msg, "BCurveClone failed");
        PBErrCatch(BCurveErr);
    }
    for (int iCtrl = order + 1; iCtrl--;) {
        for (int iDim = dim; iDim--;)
            VecSet(v, iDim, iCtrl * dim + iDim);
        if (VecIsEqual(clone->_ctrl[iCtrl], v) == false) {
            BCurveErr->_type = PBErrTypeUnitTestFailed;
            sprintf(BCurveErr->_msg, "BCurveClone failed");
            PBErrCatch(BCurveErr);
        }
    }
    BCurveFree(&curve);
    if (curve != NULL) {
        BCurveErr->_type = PBErrTypeUnitTestFailed;
        sprintf(BCurveErr->_msg, "BCurveFree failed");
        PBErrCatch(BCurveErr);
    }
    BCurveFree(&clone);
    VecFree(&v);
    printf("UnitTestBCurveCreateCloneFree OK\n");
}

void UnitTestBCurveLoadSavePrint() {
    int order = 3;
    int dim = 2;
    BCurve* curve = BCurveCreate(order, dim);

```

```

VecFloat* v = VecFloatCreate(dim);
for (int iCtrl = order + 1; iCtrl--;) {
    for (int iDim = dim; iDim--;)
        VecSet(v, iDim, iCtrl * dim + iDim);
    BCurveSetCtrl(curve, iCtrl, v);
}
BCurvePrint(curve, stdout);
printf("\n");
FILE* file = fopen("./bcurve.txt", "w");
if (BCurveSave(curve, file) == false) {
    BCurveErr->_type = PBErrTypeUnitTestFailed;
    sprintf(BCurveErr->_msg, "BCurveSave failed");
    PBErrCatch(BCurveErr);
}
BCurve* load = BCurveCreate(order, dim);
fclose(file);
file = fopen("./bcurve.txt", "r");
if (BCurveLoad(&load, file) == false) {
    BCurveErr->_type = PBErrTypeUnitTestFailed;
    sprintf(BCurveErr->_msg, "BCurveLoad failed");
    PBErrCatch(BCurveErr);
}
fclose(file);
if (load->_dim != dim || load->_order != order) {
    BCurveErr->_type = PBErrTypeUnitTestFailed;
    sprintf(BCurveErr->_msg, "BCurveLoad failed");
    PBErrCatch(BCurveErr);
}
for (int iCtrl = order + 1; iCtrl--;) {
    for (int iDim = dim; iDim--;)
        VecSet(v, iDim, iCtrl * dim + iDim);
    if (VecIsEqual(load->_ctrl[iCtrl], v) == false) {
        BCurveErr->_type = PBErrTypeUnitTestFailed;
        sprintf(BCurveErr->_msg, "BCurveLoad failed");
        PBErrCatch(BCurveErr);
    }
}
BCurveFree(&curve);
BCurveFree(&load);
VecFree(&v);
printf("UnitTestBCurveLoadSavePrint OK\n");
}

void UnitTestBCurveGetSetCtrl() {
    int order = 3;
    int dim = 2;
    BCurve* curve = BCurveCreate(order, dim);
    VecFloat* v = VecFloatCreate(dim);
    for (int iCtrl = order + 1; iCtrl--;) {
        for (int iDim = dim; iDim--;)
            VecSet(v, iDim, iCtrl * dim + iDim);
        BCurveSetCtrl(curve, iCtrl, v);
        if (VecIsEqual(curve->_ctrl[iCtrl], v) == false) {
            BCurveErr->_type = PBErrTypeUnitTestFailed;
            sprintf(BCurveErr->_msg, "BCurveSetCtrl failed");
            PBErrCatch(BCurveErr);
        }
    }
    VecFloat* w = BCurveGetCtrl(curve, iCtrl);
    if (VecIsEqual(w, v) == false) {
        BCurveErr->_type = PBErrTypeUnitTestFailed;
        sprintf(BCurveErr->_msg, "BCurveGetCtrl failed");
        PBErrCatch(BCurveErr);
    }
}

```

```

    }
    VecFree(&w);
    if (VecIsEqual(BCurveCtrl(curve, iCtrl), v) == false) {
        BCurveErr->_type = PBErrTypeUnitTestFailed;
        sprintf(BCurveErr->_msg, "BCurveCtrl failed");
        PBErrCatch(BCurveErr);
    }
}
BCurveFree(&curve);
VecFree(&v);
printf("UnitTestBCurveGetSetCtrl OK\n");
}

void UnitTestBCurveGet() {
    int order = 3;
    int dim = 2;
    BCurve* curve = BCurveCreate(order, dim);
    VecFloat* v = VecFloatCreate(dim);
    for (int iCtrl = order + 1; iCtrl--;) {
        for (int iDim = dim; iDim--;)
            VecSet(v, iDim, iCtrl * dim + iDim);
        BCurveSetCtrl(curve, iCtrl, v);
    }
    for (float u = 0.0; u < 1.0 + PBMath_EPSILON; u += 0.1) {
        VecFloat* w = BCurveGet(curve, u);
        if (ISEQUALF(VecGet(w, 0), u * 6.0) == false ||
            ISEQUALF(VecGet(w, 1), u * 6.0 + 1.0) == false) {
            BCurveErr->_type = PBErrTypeUnitTestFailed;
            sprintf(BCurveErr->_msg, "BCurveGet failed");
            PBErrCatch(BCurveErr);
        }
        VecFree(&w);
    }
    BCurveFree(&curve);
    VecFree(&v);
    printf("UnitTestBCurveGet OK\n");
}

void UnitTestBCurveGetOrderDim() {
    int order = 3;
    int dim = 2;
    BCurve* curve = BCurveCreate(order, dim);
    if (BCurveGetOrder(curve) != order) {
        BCurveErr->_type = PBErrTypeUnitTestFailed;
        sprintf(BCurveErr->_msg, "BCurveGetOrder failed");
        PBErrCatch(BCurveErr);
    }
    if (BCurveGetDim(curve) != dim) {
        BCurveErr->_type = PBErrTypeUnitTestFailed;
        sprintf(BCurveErr->_msg, "BCurveGetDim failed");
        PBErrCatch(BCurveErr);
    }
    BCurveFree(&curve);
    printf("UnitTestBCurveGetOrderDim OK\n");
}

void UnitTestBCurveGetApproxLenCenter() {
    int order = 3;
    int dim = 2;
    BCurve* curve = BCurveCreate(order, dim);
    VecFloat* v = VecFloatCreate(dim);
    for (int iCtrl = order + 1; iCtrl--;) {

```



```

        for (int iDim = dim; iDim--;)
            VecSet(v, iDim, iCtrl * dim + iDim);
        BCurveSetCtrl(curve, iCtrl, v);
    }
    float len = BCurveGetApproxLen(curve);
    if (ISEQUALF(len, 8.485281) == false) {
        BCurveErr->_type = PBErrTypeUnitTestFailed;
        sprintf(BCurveErr->_msg, "BCurveGetApproxLen failed");
        PBErrCatch(BCurveErr);
    }
    VecFloat* center = BCurveGetCenter(curve);
    VecSet(v, 0, 3.0);
    VecSet(v, 1, 4.0);
    if (VecIsEqual(v, center) == false) {
        BCurveErr->_type = PBErrTypeUnitTestFailed;
        sprintf(BCurveErr->_msg, "BCurveGetCenter failed");
        PBErrCatch(BCurveErr);
    }
    VecFree(&center);
    BCurveFree(&curve);
    VecFree(&v);
    printf("UnitTestBCurveGetApproxLenCenter OK\n");
}

void UnitTestBCurveRot() {
    int order = 3;
    int dim = 2;
    BCurve* curve = BCurveCreate(order, dim);
    VecFloat* v = VecFloatCreate(dim);
    for (int iCtrl = order + 1; iCtrl--;) {
        for (int iDim = dim; iDim--;)
            VecSet(v, iDim, iCtrl * dim + iDim);
        BCurveSetCtrl(curve, iCtrl, v);
    }
    float theta = PBMATH_HALFPI;
    BCurveRotOrigin(curve, theta);
    float pa[8] = {-1.0, 0.0, -3.0, 2.0, -5.0, 4.0, -7.0, 6.0};
    for (int iCtrl = order + 1; iCtrl--;)
        for (int iDim = dim; iDim--;)
            if (ISEQUALF(VecGet(BCurveCtrl(curve, iCtrl), iDim),
                pa[iCtrl * dim + iDim]) == false) {
                BCurveErr->_type = PBErrTypeUnitTestFailed;
                sprintf(BCurveErr->_msg, "BCurveRotOrigin failed");
                PBErrCatch(BCurveErr);
            }
    BCurveRotStart(curve, theta);
    float pb[8] = {-1.0, 0.0, -3.0, -2.0, -5.0, -4.0, -7.0, -6.0};
    for (int iCtrl = order + 1; iCtrl--;)
        for (int iDim = dim; iDim--;)
            if (ISEQUALF(VecGet(BCurveCtrl(curve, iCtrl), iDim),
                pb[iCtrl * dim + iDim]) == false) {
                BCurveErr->_type = PBErrTypeUnitTestFailed;
                sprintf(BCurveErr->_msg, "BCurveRotStart failed");
                PBErrCatch(BCurveErr);
            }
    BCurveRotCenter(curve, theta);
    float pc[8] = {-7.0, 0.0, -5.0, -2.0, -3.0, -4.0, -1.0, -6.0};
    for (int iCtrl = order + 1; iCtrl--;)
        for (int iDim = dim; iDim--;)
            if (ISEQUALF(VecGet(BCurveCtrl(curve, iCtrl), iDim),
                pc[iCtrl * dim + iDim]) == false) {
                BCurveErr->_type = PBErrTypeUnitTestFailed;

```

```

        sprintf(BCurveErr->_msg, "BCurveRotCenter failed");
        PBErrCatch(BCurveErr);
    }
    BCurveFree(&curve);
    VecFree(&v);
    printf("UnitTestBCurveRot OK\n");
}

void UnitTestBCurveScale() {
    int order = 3;
    int dim = 2;
    BCurve* curve = BCurveCreate(order, dim);
    VecFloat* v = VecFloatCreate(dim);
    for (int iCtrl = order + 1; iCtrl--;) {
        for (int iDim = dim; iDim--;)
            VecSet(v, iDim, iCtrl * dim + iDim);
        BCurveSetCtrl(curve, iCtrl, v);
    }
    float scale = 2.0;
    BCurveScaleOrigin(curve, scale);
    float pa[8] = {0.0, 2.0, 4.0, 6.0, 8.0, 10.0, 12.0, 14.0};
    for (int iCtrl = order + 1; iCtrl--;)
        for (int iDim = dim; iDim--;)
            if (ISEQUALF(VecGet(BCurveCtrl(curve, iCtrl), iDim),
                pa[iCtrl * dim + iDim]) == false) {
                BCurveErr->_type = PBErrTypeUnitTestFailed;
                sprintf(BCurveErr->_msg, "BCurveScaleOrigin failed");
                PBErrCatch(BCurveErr);
            }
    BCurveScaleStart(curve, scale);
    float pb[8] = {0.0, 2.0, 8.0, 10.0, 16.0, 18.0, 24.0, 26.0};
    for (int iCtrl = order + 1; iCtrl--;)
        for (int iDim = dim; iDim--;)
            if (ISEQUALF(VecGet(BCurveCtrl(curve, iCtrl), iDim),
                pb[iCtrl * dim + iDim]) == false) {
                BCurveErr->_type = PBErrTypeUnitTestFailed;
                sprintf(BCurveErr->_msg, "BCurveScaleStart failed");
                PBErrCatch(BCurveErr);
            }
    BCurveScaleCenter(curve, scale);
    float pc[8] = {-12.0, -10.0, 4.0, 6.0, 20.0, 22.0, 36.0, 38.0};
    for (int iCtrl = order + 1; iCtrl--;)
        for (int iDim = dim; iDim--;)
            if (ISEQUALF(VecGet(BCurveCtrl(curve, iCtrl), iDim),
                pc[iCtrl * dim + iDim]) == false) {
                BCurveErr->_type = PBErrTypeUnitTestFailed;
                sprintf(BCurveErr->_msg, "BCurveScaleCenter failed");
                PBErrCatch(BCurveErr);
            }
    BCurveFree(&curve);
    VecFree(&v);
    printf("UnitTestBCurveScale OK\n");
}

void UnitTestBCurveTranslate() {
    int order = 3;
    int dim = 2;
    BCurve* curve = BCurveCreate(order, dim);
    VecFloat* v = VecFloatCreate(dim);
    for (int iCtrl = order + 1; iCtrl--;) {
        for (int iDim = dim; iDim--;)
            VecSet(v, iDim, iCtrl * dim + iDim);

```

```

    BCurveSetCtrl(curve, iCtrl, v);
}
VecSet(v, 0, -1.0);
VecSet(v, 1, -2.0);
BCurveTranslate(curve, v);
for (int iCtrl = order + 1; iCtrl--;) {
    for (int iDim = dim; iDim--;) {
        VecSet(v, iDim, iCtrl * dim + iDim);
        if (ISEQUALF(VecGet(BCurveCtrl(curve, iCtrl), iDim),
            VecGet(v, iDim) - (float)(iDim + 1)) == false) {
            BCurveErr->_type = PBErrTypeUnitTestFailed;
            sprintf(BCurveErr->_msg, "BCurveTranslate failed");
            PBErrCatch(BCurveErr);
        }
    }
}
BCurveFree(&curve);
VecFree(&v);
printf("UnitTestBCurveTranslate OK\n");
}

void UnitTestBCurveFromCloudPoint() {
    int order = 2;
    int dim = 2;
    BCurve* curve = BCurveCreate(order, dim);
    VecFloat* vA = VecFloatCreate(dim);
    VecSet(vA, 0, 0.0); VecSet(vA, 1, 0.0);
    BCurveSetCtrl(curve, 0, vA);
    VecFloat* vB = VecFloatCreate(dim);
    VecSet(vB, 0, 0.5); VecSet(vB, 1, 1.0);
    BCurveSetCtrl(curve, 1, vB);
    VecFloat* vC = VecFloatCreate(dim);
    VecSet(vC, 0, 1.0); VecSet(vC, 1, 0.0);
    BCurveSetCtrl(curve, 2, vC);
    GSet* set = GSetCreate();
    VecFree(&vB);
    vB = BCurveGet(curve, 0.5);
    GSetAppend(set, vA);
    GSetAppend(set, vB);
    GSetAppend(set, vC);
    BCurve* cloud = BCurveFromCloudPoint(set);
    if (cloud == NULL) {
        BCurveErr->_type = PBErrTypeUnitTestFailed;
        sprintf(BCurveErr->_msg, "BCurveFromCloudPoint failed");
        PBErrCatch(BCurveErr);
    }
    for (float u = 0.0; u < 1.0 + PBMath_EPSILON; u += 0.1) {
        VecFloat* wA = BCurveGet(curve, u);
        VecFloat* wB = BCurveGet(cloud, u);
        if (VecIsEqual(wA, wB) == false) {
            BCurveErr->_type = PBErrTypeUnitTestFailed;
            sprintf(BCurveErr->_msg, "BCurveFromCloudPoint failed");
            PBErrCatch(BCurveErr);
        }
        VecFree(&wA);
        VecFree(&wB);
    }
    GSetFree(&set);
    BCurveFree(&curve);
    BCurveFree(&cloud);
    VecFree(&vA);
    VecFree(&vB);
}

```

```

    VecFree(&vC);
    printf("UnitTestBCurveFromCloudPoint OK\n");
}

void UnitTestBCurveGetWeightCtrlPt() {
    int order = 2;
    int dim = 2;
    BCurve* curve = BCurveCreate(order, dim);
    VecFloat* vA = VecFloatCreate(dim);
    VecSet(vA, 0, 0.0); VecSet(vA, 1, 0.0);
    BCurveSetCtrl(curve, 0, vA);
    VecFloat* vB = VecFloatCreate(dim);
    VecSet(vB, 0, 0.5); VecSet(vB, 1, 1.0);
    BCurveSetCtrl(curve, 1, vB);
    VecFloat* vC = VecFloatCreate(dim);
    VecSet(vC, 0, 1.0); VecSet(vC, 1, 0.0);
    BCurveSetCtrl(curve, 2, vC);
    float pa[11] =
        {1.0, 0.81, 0.64, 0.49, 0.36, 0.25, 0.16, 0.09, 0.04, 0.01, 0.0};
    float pb[11] =
        {0.0, 0.18, 0.32, 0.42, 0.48, 0.5, 0.48, 0.42, 0.32, 0.18, 0.0};
    float pc[11] =
        {0.0, 0.01, 0.04, 0.09, 0.16, 0.25, 0.36, 0.49, 0.64, 0.81, 1.0};
    int iArr = 0;
    for (float u = 0.0; u < 1.0 + PBMath_EPSILON; u += 0.1, ++iArr) {
        VecFloat* w = BCurveGetWeightCtrlPt(curve, u);
        if (ISEQUALF(VecGet(w, 0), pa[iArr]) == false ||
            ISEQUALF(VecGet(w, 1), pb[iArr]) == false ||
            ISEQUALF(VecGet(w, 2), pc[iArr]) == false) {
            BCurveErr->_type = PBErrTypeUnitTestFailed;
            sprintf(BCurveErr->_msg, "BCurveGetWeightCtrlPt failed");
            PBErrCatch(BCurveErr);
        }
        VecFree(&w);
    }
    BCurveFree(&curve);
    VecFree(&vA);
    VecFree(&vB);
    VecFree(&vC);
    printf("UnitTestBCurveGetWeightCtrlPt OK\n");
}

void UnitTestBCurveGetBoundingBox() {
    int order = 3;
    int dim = 2;
    BCurve* curve = BCurveCreate(order, dim);
    VecFloat* v = VecFloatCreate(dim);
    VecSet(v, 0, -0.5); VecSet(v, 1, -0.5);
    BCurveSetCtrl(curve, 0, v);
    VecSet(v, 0, 0.0); VecSet(v, 1, 1.0);
    BCurveSetCtrl(curve, 1, v);
    VecSet(v, 0, 1.0); VecSet(v, 1, 1.5);
    BCurveSetCtrl(curve, 2, v);
    VecSet(v, 0, 1.5); VecSet(v, 1, 0.0);
    BCurveSetCtrl(curve, 3, v);
    Facoid* bound = BCurveGetBoundingBox(curve);
    Facoid* check = FacoidCreate(dim);
    float scale = 2.0;
    ShapoidScale(check, scale);
    VecSet(v, 0, -0.5); VecSet(v, 1, -0.5);
    ShapoidTranslate(check, v);
    if (ShapoidIsEqual(bound, check) == false) {

```

```

        BCurveErr->_type = PBErrTypeUnitTestFailed;
        sprintf(BCurveErr->_msg, "BCurveGetBoundingBox failed");
        PBErrCatch(BCurveErr);
    }
    ShapoidFree(&bound);
    ShapoidFree(&check);
    BCurveFree(&curve);
    VecFree(&v);
    printf("UnitTestBCurveGetBoundingBox OK\n");
}

void UnitTestBCurve() {
    UnitTestBCurveCreateCloneFree();
    UnitTestBCurveLoadSavePrint();
    UnitTestBCurveGetSetCtrl();
    UnitTestBCurveGet();
    UnitTestBCurveGetOrderDim();
    UnitTestBCurveGetApproxLenCenter();
    UnitTestBCurveRot();
    UnitTestBCurveScale();
    UnitTestBCurveTranslate();
    UnitTestBCurveFromCloudPoint();
    UnitTestBCurveGetWeightCtrlPt();
    UnitTestBCurveGetBoundingBox();
    printf("UnitTestBCurve OK\n");
}

void UnitTestSCurveCreateCloneFree() {
    int order = 3;
    int dim = 2;
    int nbSeg = 3;
    SCurve* curve = SCurveCreate(order, dim, nbSeg);
    if (curve->_dim != dim || curve->_order != order ||
        curve->_nbSeg != nbSeg ||
        GSetNbElem(&(curve->_ctrl)) != 1 + order * nbSeg){
        BCurveErr->_type = PBErrTypeUnitTestFailed;
        sprintf(BCurveErr->_msg, "SCurveCreate failed");
        PBErrCatch(BCurveErr);
    }
    VecFloat* v = VecFloatCreate(dim);
    GSetIterForward iter = GSetIterForwardCreateStatic(&(curve->_ctrl));
    do {
        VecFloat* ctrl = GSetIterGet(&iter);
        if (VecIsEqual(ctrl, v) == false) {
            BCurveErr->_type = PBErrTypeUnitTestFailed;
            sprintf(BCurveErr->_msg, "SCurveCreate failed");
            PBErrCatch(BCurveErr);
        }
    } while (GSetIterStep(&iter));
    iter = GSetIterForwardCreateStatic(&(curve->_seg));
    VecFloat* prevCtrl = (VecFloat*)(curve->_ctrl._head->_data);
    do {
        BCurve* seg = GSetIterGet(&iter);
        if (seg->_ctrl[0] != prevCtrl) {
            BCurveErr->_type = PBErrTypeUnitTestFailed;
            sprintf(BCurveErr->_msg, "SCurveCreate failed");
            PBErrCatch(BCurveErr);
        }
        prevCtrl = seg->_ctrl[order];
    } while (GSetIterStep(&iter));
    iter = GSetIterForwardCreateStatic(&(curve->_ctrl));
    int iCtrl = 0;

```

```

do {
    VecFloat* ctrl = GSetIterGet(&iter);
    for (int iDim = dim; iDim--;)
        VecSet(ctrl, iDim, iCtrl * dim + iDim);
    ++iCtrl;
} while (GSetIterStep(&iter));
SCurve* clone = SCurveClone(curve);
if (clone->_dim != dim || clone->_order != order ||
    clone->_nbSeg != nbSeg){
    BCurveErr->_type = PBErrTypeUnitTestFailed;
    sprintf(BCurveErr->_msg, "SCurveClone failed");
    PBErrCatch(BCurveErr);
}
iter = GSetIterForwardCreateStatic(&(curve->_ctrl));
GSetIterForward iterClone =
    GSetIterForwardCreateStatic(&(clone->_ctrl));
do {
    VecFloat* ctrl = GSetIterGet(&iter);
    VecFloat* ctrlClone = GSetIterGet(&iterClone);
    if (VecIsEqual(ctrl, ctrlClone) == false) {
        BCurveErr->_type = PBErrTypeUnitTestFailed;
        sprintf(BCurveErr->_msg, "SCurveClone failed");
        PBErrCatch(BCurveErr);
    }
} while (GSetIterStep(&iter) && GSetIterStep(&iterClone));
SCurveFree(&curve);
if (curve != NULL) {
    BCurveErr->_type = PBErrTypeUnitTestFailed;
    sprintf(BCurveErr->_msg, "SCurveFree failed");
    PBErrCatch(BCurveErr);
}
SCurveFree(&clone);
VecFree(&v);
printf("UnitTestSCurveCreateCloneFree OK\n");
}

void UnitTestSCurveLoadSavePrint() {
    int order = 3;
    int dim = 2;
    int nbSeg = 3;
    SCurve* curve = SCurveCreate(order, dim, nbSeg);
    GSetIterForward iter = GSetIterForwardCreateStatic(&(curve->_ctrl));
    int iCtrl = 0;
    do {
        VecFloat* ctrl = GSetIterGet(&iter);
        for (int iDim = dim; iDim--;)
            VecSet(ctrl, iDim, iCtrl * dim + iDim);
        ++iCtrl;
    } while (GSetIterStep(&iter));
    SCurvePrint(curve, stdout);
    printf("\n");
    FILE* file = fopen("./scurve.txt", "w");
    if (SCurveSave(curve, file) == false) {
        BCurveErr->_type = PBErrTypeUnitTestFailed;
        sprintf(BCurveErr->_msg, "SCurveSave failed");
        PBErrCatch(BCurveErr);
    }
    SCurve* load = SCurveCreate(order, dim, nbSeg);
    fclose(file);
    file = fopen("./scurve.txt", "r");
    if (SCurveLoad(&load, file) == false) {
        BCurveErr->_type = PBErrTypeUnitTestFailed;
    }
}

```

```

        sprintf(BCurveErr->_msg, "SCurveLoad failed");
        PBErrCatch(BCurveErr);
    }
    fclose(file);
    if (load->_dim != dim || load->_order != order ||
        load->_order != order) {
        BCurveErr->_type = PBErrTypeUnitTestFailed;
        sprintf(BCurveErr->_msg, "SCurveLoad failed");
        PBErrCatch(BCurveErr);
    }
    iter = GSetIterForwardCreateStatic(&(amp;curve->_ctrl));
    GSetIterForward iterLoad =
        GSetIterForwardCreateStatic(&(amp;load->_ctrl));
    do {
        VecFloat* ctrl = GSetIterGet(&iter);
        VecFloat* ctrlLoad = GSetIterGet(&iterLoad);
        if (VecIsEqual(ctrl, ctrlLoad) == false) {
            BCurveErr->_type = PBErrTypeUnitTestFailed;
            sprintf(BCurveErr->_msg, "SCurveLoad failed");
            PBErrCatch(BCurveErr);
        }
    } while (GSetIterStep(&iter) && GSetIterStep(&iterLoad));
    SCurveFree(&curve);
    SCurveFree(&load);
    printf("UnitTestSCurveLoadSavePrint OK\n");
}

void UnitTestSCurveGetSetCtrl() {
    int order = 3;
    int dim = 2;
    int nbSeg = 3;
    SCurve* curve = SCurveCreate(order, dim, nbSeg);
    VecFloat* v = VecFloatCreate(dim);
    if (SCurveCtrls(curve) != &(curve->_ctrl)) {
        BCurveErr->_type = PBErrTypeUnitTestFailed;
        sprintf(BCurveErr->_msg, "SCurveCtrls failed");
        PBErrCatch(BCurveErr);
    }
    if (SCurveSegs(curve) != &(curve->_seg)) {
        BCurveErr->_type = PBErrTypeUnitTestFailed;
        sprintf(BCurveErr->_msg, "SCurveSegs failed");
        PBErrCatch(BCurveErr);
    }
    for (int iCtrl = SCurveGetNbCtrl(curve); iCtrl--;) {
        for (int iDim = dim; iDim--;)
            VecSet(v, iDim, iCtrl * dim + iDim);
        SCurveSetCtrl(curve, iCtrl, v);
    }
    GSetIterForward iter = GSetIterForwardCreateStatic(&(amp;curve->_ctrl));
    int iCtrl = 0;
    do {
        for (int iDim = dim; iDim--;)
            VecSet(v, iDim, iCtrl * dim + iDim);
        VecFloat* ctrl = GSetIterGet(&iter);
        if (VecIsEqual(ctrl, v) == false) {
            BCurveErr->_type = PBErrTypeUnitTestFailed;
            sprintf(BCurveErr->_msg, "SCurveSetCtrl failed");
            PBErrCatch(BCurveErr);
        }
    }
    if (ctrl != SCurveCtrl(curve, iCtrl)) {
        BCurveErr->_type = PBErrTypeUnitTestFailed;
        sprintf(BCurveErr->_msg, "SCurveCtrl failed");
    }
}

```

```

        PBErCatch(BCurveErr);
    }
    ctrl = SCurveGetCtrl(curve, iCtrl);
    if (VecIsEqual(ctrl, v) == false) {
        BCurveErr->_type = PBErrTypeUnitTestFailed;
        sprintf(BCurveErr->_msg, "SCurveGetCtrl failed");
        PBErCatch(BCurveErr);
    }
    VecFree(&ctrl);
    ++iCtrl;
} while (GSetIterStep(&iter));
VecFree(&v);
SCurveFree(&curve);
printf("UnitTestSCurveGetSetCtrl OK\n");
}

void UnitTestSCurveGetAddRemoveSeg() {
    int order = 3;
    int dim = 2;
    int nbSeg = 3;
    SCurve* curve = SCurveCreate(order, dim, nbSeg);
    VecFloat* v = VecFloatCreate(dim);
    for (int iCtrl = SCurveGetNbCtrl(curve); iCtrl--;) {
        for (int iDim = dim; iDim--;)
            VecSet(v, iDim, iCtrl * dim + iDim);
        SCurveSetCtrl(curve, iCtrl, v);
    }
    for (int iSeg = SCurveGetNbSeg(curve); iSeg--;) {
        BCurve* seg = SCurveGetSeg(curve, iSeg);
        if (BCurveGetDim(seg) != dim || BCurveGetOrder(seg) != order) {
            BCurveErr->_type = PBErrTypeUnitTestFailed;
            sprintf(BCurveErr->_msg, "SCurveGetSeg failed");
            PBErCatch(BCurveErr);
        }
        for (int iCtrl = order + 1; iCtrl--;) {
            int jCtrl = iSeg * order + iCtrl;
            if (VecIsEqual(BCurveCtrl(seg, iCtrl),
                SCurveCtrl(curve, jCtrl)) == false) {
                BCurveErr->_type = PBErrTypeUnitTestFailed;
                sprintf(BCurveErr->_msg, "SCurveGetSeg failed");
                PBErCatch(BCurveErr);
            }
            if (BCurveCtrl(SCurveSeg(curve, iSeg), iCtrl) !=
                SCurveCtrl(curve, jCtrl)) {
                BCurveErr->_type = PBErrTypeUnitTestFailed;
                sprintf(BCurveErr->_msg, "SCurveSeg failed");
                PBErCatch(BCurveErr);
            }
        }
        BCurveFree(&seg);
    }
    SCurveAddSegHead(curve);
    SCurveAddSegTail(curve);
    for (int iCtrl = SCurveGetNbCtrl(curve); iCtrl--;) {
        for (int iDim = dim; iDim--;)
            VecSet(v, iDim, iCtrl * dim + iDim);
        SCurveSetCtrl(curve, iCtrl, v);
    }
    for (int iSeg = SCurveGetNbSeg(curve); iSeg--;) {
        BCurve* seg = SCurveGetSeg(curve, iSeg);
        if (BCurveGetDim(seg) != dim || BCurveGetOrder(seg) != order) {
            BCurveErr->_type = PBErrTypeUnitTestFailed;

```



```

        sprintf(BCurveErr->_msg, "SCurveGetSeg failed1");
        PBErCatch(BCurveErr);
    }
    for (int iCtrl = order + 1; iCtrl--;) {
        int jCtrl = iSeg * order + iCtrl;
        if (VecIsEqual(BCurveCtrl(seg, iCtrl),
            SCurveCtrl(curve, jCtrl)) == false) {
            BCurveErr->_type = PBErrTypeUnitTestFailed;
            sprintf(BCurveErr->_msg, "SCurveGetSeg failed2");
            PBErCatch(BCurveErr);
        }
        if (BCurveCtrl(SCurveSeg(curve, iSeg), iCtrl) !=
            SCurveCtrl(curve, jCtrl)) {
            BCurveErr->_type = PBErrTypeUnitTestFailed;
            sprintf(BCurveErr->_msg, "SCurveSeg failed");
            PBErCatch(BCurveErr);
        }
    }
    BCurveFree(&seg);
}
SCurveRemoveHeadSeg(curve);
SCurveRemoveTailSeg(curve);
for (int iCtrl = SCurveGetNbCtrl(curve); iCtrl--;) {
    for (int iDim = dim; iDim--;)
        VecSet(v, iDim, iCtrl * dim + iDim);
    SCurveSetCtrl(curve, iCtrl, v);
}
for (int iSeg = SCurveGetNbSeg(curve); iSeg--;) {
    BCurve* seg = SCurveGetSeg(curve, iSeg);
    if (BCurveGetDim(seg) != dim || BCurveGetOrder(seg) != order) {
        BCurveErr->_type = PBErrTypeUnitTestFailed;
        sprintf(BCurveErr->_msg, "SCurveGetSeg failed");
        PBErCatch(BCurveErr);
    }
    for (int iCtrl = order + 1; iCtrl--;) {
        int jCtrl = iSeg * order + iCtrl;
        if (VecIsEqual(BCurveCtrl(seg, iCtrl),
            SCurveCtrl(curve, jCtrl)) == false) {
            BCurveErr->_type = PBErrTypeUnitTestFailed;
            sprintf(BCurveErr->_msg, "SCurveGetSeg failed");
            PBErCatch(BCurveErr);
        }
        if (BCurveCtrl(SCurveSeg(curve, iSeg), iCtrl) !=
            SCurveCtrl(curve, jCtrl)) {
            BCurveErr->_type = PBErrTypeUnitTestFailed;
            sprintf(BCurveErr->_msg, "SCurveSeg failed");
            PBErCatch(BCurveErr);
        }
    }
    BCurveFree(&seg);
}
VecFree(&v);
SCurveFree(&curve);
printf("UnitTestSCurveGetAddRemoveSeg OK\n");
}

void UnitTestSCurveGet() {
    int order = 3;
    int dim = 2;
    int nbSeg = 3;
    SCurve* curve = SCurveCreate(order, dim, nbSeg);
    for (int iCtrl = SCurveGetNbCtrl(curve); iCtrl--;) {

```

```

        for (int iDim = dim; iDim--;)
            VecSet(SCurveCtrl(curve, iCtrl), iDim, iCtrl * dim + iDim);
    }
    for (float u = 0.0; u < SCurveGetMaxU(curve) + PBMath_EPSILON;
         u += 0.1) {
        VecFloat* v = SCurveGet(curve, u);
        if (ISEQUALF(VecGet(v, 0), u * 6.0) == false ||
            ISEQUALF(VecGet(v, 1), 1.0 + u * 6.0) == false) {
            BCurveErr->_type = PBErrTypeUnitTestFailed;
            sprintf(BCurveErr->_msg, "SCurveGet failed");
            PBErrCatch(BCurveErr);
        }
        VecFree(&v);
    }
    SCurveFree(&curve);
    printf("UnitTestSCurveGet OK\n");
}

void UnitTestSCurveGetOrderDimNbSegMaxUNbCtrl() {
    int order = 3;
    int dim = 2;
    int nbSeg = 3;
    SCurve* curve = SCurveCreate(order, dim, nbSeg);
    for (int iCtrl = SCurveGetNbCtrl(curve); iCtrl--;) {
        for (int iDim = dim; iDim--;)
            VecSet(SCurveCtrl(curve, iCtrl), iDim, iCtrl * dim + iDim);
    }
    if (SCurveGetOrder(curve) != order) {
        BCurveErr->_type = PBErrTypeUnitTestFailed;
        sprintf(BCurveErr->_msg, "SCurveGetOrder failed");
        PBErrCatch(BCurveErr);
    }
    if (SCurveGetDim(curve) != dim) {
        BCurveErr->_type = PBErrTypeUnitTestFailed;
        sprintf(BCurveErr->_msg, "SCurveGetDim failed");
        PBErrCatch(BCurveErr);
    }
    if (SCurveGetNbSeg(curve) != nbSeg) {
        BCurveErr->_type = PBErrTypeUnitTestFailed;
        sprintf(BCurveErr->_msg, "SCurveGetNbSeg failed");
        PBErrCatch(BCurveErr);
    }
    if (ISEQUALF(SCurveGetMaxU(curve), (float)(curve->_nbSeg)) == false) {
        BCurveErr->_type = PBErrTypeUnitTestFailed;
        sprintf(BCurveErr->_msg, "SCurveGetMaxU failed");
        PBErrCatch(BCurveErr);
    }
    if (SCurveGetNbCtrl(curve) != nbSeg * order + 1) {
        BCurveErr->_type = PBErrTypeUnitTestFailed;
        sprintf(BCurveErr->_msg, "SCurveGetNbCtrl failed");
        PBErrCatch(BCurveErr);
    }
    SCurveFree(&curve);
    printf("UnitTestSCurveGetOrderDimNbSegMaxUNbCtrl OK\n");
}

void UnitTestSCurveGetApproxLenCenter() {
    int order = 3;
    int dim = 2;
    int nbSeg = 3;
    SCurve* curve = SCurveCreate(order, dim, nbSeg);
    for (int iCtrl = SCurveGetNbCtrl(curve); iCtrl--;) {

```

```

        for (int iDim = dim; iDim--;)
            VecSet(SCurveCtrl(curve, iCtrl), iDim, iCtrl * dim + iDim);
    }
    VecFloat* center = SCurveGetCenter(curve);
    VecFloat* check = VecFloatCreate(dim);
    VecSet(check, 0, 9.0);
    VecSet(check, 1, 10.0);
    if (VecIsEqual(center, check) == false) {
        BCurveErr->_type = PBErrTypeUnitTestFailed;
        sprintf(BCurveErr->_msg, "SCurveGetCenter failed");
        PBErrCatch(BCurveErr);
    }
    VecFree(&check);
    VecFree(&center);
    float len = 25.455843;
    if (ISEQUALF(SCurveGetApproxLen(curve), len) == false) {
        BCurveErr->_type = PBErrTypeUnitTestFailed;
        sprintf(BCurveErr->_msg, "SCurveGetApproxLen failed");
        PBErrCatch(BCurveErr);
    }
    SCurveFree(&curve);
    printf("UnitTestSCurveGetApproxLenCenter OK\n");
}

void UnitTestSCurveRot() {
    int order = 3;
    int dim = 2;
    int nbSeg = 3;
    SCurve* curve = SCurveCreate(order, dim, nbSeg);
    for (int iCtrl = SCurveGetNbCtrl(curve); iCtrl--;) {
        for (int iDim = dim; iDim--;)
            VecSet(SCurveCtrl(curve, iCtrl), iDim, iCtrl * dim + iDim);
    }
    float theta = PBMath_HALFPI;
    SCurveRotStart(curve, theta);
    float pa[20] = {0.0, 1.0, -2.0, 3.0, -4.0, 5.0, -6.0, 7.0, -8.0, 9.0,
        -10.0, 11.0, -12.0, 13.0, -14.0, 15.0, -16.0, 17.0, -18.0, 19.0};
    for (int iCtrl = SCurveGetNbCtrl(curve); iCtrl--;) {
        if (ISEQUALF(VecGet(SCurveCtrl(curve, iCtrl), 0),
            pa[iCtrl * 2]) == false ||
            ISEQUALF(VecGet(SCurveCtrl(curve, iCtrl), 1),
            pa[iCtrl * 2 + 1]) == false) {
            BCurveErr->_type = PBErrTypeUnitTestFailed;
            sprintf(BCurveErr->_msg, "SCurveRotStart failed");
            PBErrCatch(BCurveErr);
        }
    }
    SCurveRotOrigin(curve, theta);
    float pb[20] = {-1.0, 0.0, -3.0, -2.0, -5.0, -4.0, -7.0, -6.0, -9.0,
        -8.0, -11.0, -10.0, -13.0, -12.0, -15.0, -14.0, -17.0, -16.0,
        -19.0, -18.0};
    for (int iCtrl = SCurveGetNbCtrl(curve); iCtrl--;) {
        if (ISEQUALF(VecGet(SCurveCtrl(curve, iCtrl), 0),
            pb[iCtrl * 2]) == false ||
            ISEQUALF(VecGet(SCurveCtrl(curve, iCtrl), 1),
            pb[iCtrl * 2 + 1]) == false) {
            BCurveErr->_type = PBErrTypeUnitTestFailed;
            sprintf(BCurveErr->_msg, "SCurveRotOrigin failed");
            PBErrCatch(BCurveErr);
        }
    }
    SCurveRotCenter(curve, theta);
}

```

```

float pc[20] = {-19.0, 0.0, -17.0, -2.0, -15.0, -4.0, -13.0, -6.0,
-11.0, -8.0, -9.0, -10.0, -7.0, -12.0, -5.0, -14.0, -3.0, -16.0,
-1.0, -18.0};
for (int iCtrl = SCurveGetNbCtrl(curve); iCtrl--;) {
    if (ISEQUALF(VecGet(SCurveCtrl(curve, iCtrl), 0),
pc[iCtrl * 2]) == false ||
ISEQUALF(VecGet(SCurveCtrl(curve, iCtrl), 1),
pc[iCtrl * 2 + 1]) == false) {
        BCurveErr->_type = PBErrTypeUnitTestFailed;
        sprintf(BCurveErr->_msg, "SCurveRotCenter failed");
        PBErrCatch(BCurveErr);
    }
}
SCurveFree(&curve);
printf("UnitTestSCurveRot OK\n");
}

void UnitTestSCurveScale() {
    int order = 3;
    int dim = 2;
    int nbSeg = 3;
    SCurve* curve = SCurveCreate(order, dim, nbSeg);
    for (int iCtrl = SCurveGetNbCtrl(curve); iCtrl--;) {
        for (int iDim = dim; iDim--;)
            VecSet(SCurveCtrl(curve, iCtrl), iDim, iCtrl * dim + iDim);
    }
    float scale = 2.0;
    SCurveScaleStart(curve, scale);
    float pa[20] = {0.0, 1.0, 4.0, 5.0, 8.0, 9.0, 12.0, 13.0, 16.0, 17.0,
20.0, 21.0, 24.0, 25.0, 28.0, 29.0, 32.0, 33.0, 36.0, 37.0};
    for (int iCtrl = SCurveGetNbCtrl(curve); iCtrl--;) {
        if (ISEQUALF(VecGet(SCurveCtrl(curve, iCtrl), 0),
pa[iCtrl * 2]) == false ||
ISEQUALF(VecGet(SCurveCtrl(curve, iCtrl), 1),
pa[iCtrl * 2 + 1]) == false) {
            BCurveErr->_type = PBErrTypeUnitTestFailed;
            sprintf(BCurveErr->_msg, "SCurveScaleStart failed");
            PBErrCatch(BCurveErr);
        }
    }
    SCurveScaleOrigin(curve, scale);
    float pb[20] = {0.0, 2.0, 8.0, 10.0, 16.0, 18.0, 24.0, 26.0, 32.0,
34.0, 40.0, 42.0, 48.0, 50.0, 56.0, 58.0, 64.0, 66.0, 72.0, 74.0};
    for (int iCtrl = SCurveGetNbCtrl(curve); iCtrl--;) {
        if (ISEQUALF(VecGet(SCurveCtrl(curve, iCtrl), 0),
pb[iCtrl * 2]) == false ||
ISEQUALF(VecGet(SCurveCtrl(curve, iCtrl), 1),
pb[iCtrl * 2 + 1]) == false) {
            BCurveErr->_type = PBErrTypeUnitTestFailed;
            sprintf(BCurveErr->_msg, "SCurveScaleOrigin failed");
            PBErrCatch(BCurveErr);
        }
    }
    SCurveScaleCenter(curve, scale);
    float pc[20] = {-36.0, -34.0, -20.0, -18.0, -4.0, -2.0, 12.0, 14.0,
28.0, 30.0, 44.0, 46.0, 60.0, 62.0, 76.0, 78.0, 92.0, 94.0,
108.0, 110.0};
    for (int iCtrl = SCurveGetNbCtrl(curve); iCtrl--;) {
        if (ISEQUALF(VecGet(SCurveCtrl(curve, iCtrl), 0),
pc[iCtrl * 2]) == false ||
ISEQUALF(VecGet(SCurveCtrl(curve, iCtrl), 1),
pc[iCtrl * 2 + 1]) == false) {

```

```

        BCurveErr->_type = PBErrTypeUnitTestFailed;
        sprintf(BCurveErr->_msg, "SCurveScaleCenter failed");
        PBErrCatch(BCurveErr);
    }
}
SCurveFree(&curve);
curve = SCurveCreate(order, dim, nbSeg);
for (int iCtrl = SCurveGetNbCtrl(curve); iCtrl--;) {
    for (int iDim = dim; iDim--;)
        VecSet(SCurveCtrl(curve, iCtrl), iDim, iCtrl * dim + iDim);
}
VecFloat* v = VecFloatCreate(dim);
VecSet(v, 0, 2.0);
VecSet(v, 1, -1.0);
SCurveScaleStart(curve, v);
float pd[20] = {0.0, 1.0, 4.0, -1.0, 8.0, -3.0, 12.0, -5.0, 16.0,
-7.0, 20.0, -9.0, 24.0, -11.0, 28.0, -13.0, 32.0, -15.0, 36.0,
-17.0};
for (int iCtrl = SCurveGetNbCtrl(curve); iCtrl--;) {
    if (ISEQUALF(VecGet(SCurveCtrl(curve, iCtrl), 0),
pd[iCtrl * 2]) == false ||
ISEQUALF(VecGet(SCurveCtrl(curve, iCtrl), 1),
pd[iCtrl * 2 + 1]) == false) {
        BCurveErr->_type = PBErrTypeUnitTestFailed;
        sprintf(BCurveErr->_msg, "SCurveScaleStart failed");
        PBErrCatch(BCurveErr);
    }
}
SCurveScaleOrigin(curve, v);
float pe[20] = {0.0, -1.0, 8.0, 1.0, 16.0, 3.0, 24.0, 5.0, 32.0,
7.0, 40.0, 9.0, 48.0, 11.0, 56.0, 13.0, 64.0, 15.0, 72.0, 17.0};
for (int iCtrl = SCurveGetNbCtrl(curve); iCtrl--;) {
    if (ISEQUALF(VecGet(SCurveCtrl(curve, iCtrl), 0),
pe[iCtrl * 2]) == false ||
ISEQUALF(VecGet(SCurveCtrl(curve, iCtrl), 1),
pe[iCtrl * 2 + 1]) == false) {
        BCurveErr->_type = PBErrTypeUnitTestFailed;
        sprintf(BCurveErr->_msg, "SCurveScaleOrigin failed");
        PBErrCatch(BCurveErr);
    }
}
SCurveScaleCenter(curve, v);
float pf[20] = {-36.0, 17.0, -20.0, 15.0, -4.0, 13.0, 12.0, 11.0,
28.0, 9.0, 44.0, 7.0, 60.0, 5.0, 76.0, 3.0, 92.0, 1.0, 108.0,
-1.0};
for (int iCtrl = SCurveGetNbCtrl(curve); iCtrl--;) {
    if (ISEQUALF(VecGet(SCurveCtrl(curve, iCtrl), 0),
pf[iCtrl * 2]) == false ||
ISEQUALF(VecGet(SCurveCtrl(curve, iCtrl), 1),
pf[iCtrl * 2 + 1]) == false) {
        BCurveErr->_type = PBErrTypeUnitTestFailed;
        sprintf(BCurveErr->_msg, "SCurveScaleCenter failed");
        PBErrCatch(BCurveErr);
    }
}
SCurveFree(&curve);
VecFree(&v);
printf("UnitTestSCurveScale OK\n");
}

void UnitTestSCurveTranslate() {
    int order = 3;

```

```

int dim = 2;
int nbSeg = 3;
SCurve* curve = SCurveCreate(order, dim, nbSeg);
for (int iCtrl = SCurveGetNbCtrl(curve); iCtrl--;) {
    for (int iDim = dim; iDim--;)
        VecSet(SCurveCtrl(curve, iCtrl), iDim, iCtrl * dim + iDim);
}
VecFloat* v = VecFloatCreate(dim);
VecSet(v, 0, -1.0);
VecSet(v, 1, 2.0);
SCurveTranslate(curve, v);
float p[20] = {-1.0, 3.0, 1.0, 5.0, 3.0, 7.0, 5.0, 9.0, 7.0, 11.0,
               9.0, 13.0, 11.0, 15.0, 13.0, 17.0, 15.0, 19.0, 17.0, 21.0};
for (int iCtrl = SCurveGetNbCtrl(curve); iCtrl--;) {
    if (ISEQUALF(VecGet(SCurveCtrl(curve, iCtrl), 0),
                 p[iCtrl * 2]) == false ||
        ISEQUALF(VecGet(SCurveCtrl(curve, iCtrl), 1),
                 p[iCtrl * 2 + 1]) == false) {
        BCurveErr->_type = PBErrTypeUnitTestFailed;
        sprintf(BCurveErr->_msg, "SCurveTranslate failed");
        PBErrCatch(BCurveErr);
    }
}
SCurveFree(&curve);
VecFree(&v);
printf("UnitTestSCurveTranslate OK\n");
}

void UnitTestSCurveGetBoundingBox() {
    int order = 3;
    int dim = 2;
    int nbSeg = 3;
    SCurve* curve = SCurveCreate(order, dim, nbSeg);
    for (int iCtrl = SCurveGetNbCtrl(curve); iCtrl--;) {
        VecSet(SCurveCtrl(curve, iCtrl), 0,
               cos(PBMATH_QUARTERPI * (float)iCtrl * 0.5));
        VecSet(SCurveCtrl(curve, iCtrl), 1,
               sin(PBMATH_QUARTERPI * (float)iCtrl * 0.5));
    }
    Facoid* bound = SCurveGetBoundingBox(curve);
    if (ISEQUALF(VecGet(ShapoidPos(bound), 0), -1.0) == false ||
        ISEQUALF(VecGet(ShapoidPos(bound), 1), -0.382683) == false ||
        ISEQUALF(VecGet(ShapoidAxis(bound, 0), 0), 2.0) == false ||
        ISEQUALF(VecGet(ShapoidAxis(bound, 0), 1), 0.0) == false ||
        ISEQUALF(VecGet(ShapoidAxis(bound, 1), 0), 0.0) == false ||
        ISEQUALF(VecGet(ShapoidAxis(bound, 1), 1), 1.382683) == false) {
        BCurveErr->_type = PBErrTypeUnitTestFailed;
        sprintf(BCurveErr->_msg, "SCurveGetBoundingBox failed");
        PBErrCatch(BCurveErr);
    }
    ShapoidFree(&bound);
    SCurveFree(&curve);
    printf("UnitTestSCurveGetBoundingBox OK\n");
}

void UnitTestSCurve() {
    UnitTestSCurveCreateCloneFree();
    UnitTestSCurveLoadSavePrint();
    UnitTestSCurveGetSetCtrl();
    UnitTestSCurveGetAddRemoveSeg();
    UnitTestSCurveGet();
    UnitTestSCurveGetOrderDimNbSegMaxUNbCtrl();
}

```

```

    UnitTestSCurveGetApproxLenCenter();
    UnitTestSCurveRot();
    UnitTestSCurveScale();
    UnitTestSCurveTranslate();
    UnitTestSCurveGetBoundingBox();
    printf("UnitTestSCurve OK\n");
}

void UnitTestSCurveIterCreate() {
    int order = 3;
    int dim = 2;
    int nbSeg = 3;
    SCurve* curve = SCurveCreate(order, dim, nbSeg);
    for (int iCtrl = SCurveGetNbCtrl(curve); iCtrl--;) {
        for (int iDim = dim; iDim--;)
            VecSet(SCurveCtrl(curve, iCtrl), iDim, iCtrl * dim + iDim);
    }
    float delta = 0.2;
    SCurveIter iter = SCurveIterCreateStatic(curve, delta);
    if (iter._curve != curve || ISEQUALF(iter._curPos, 0.0) == false ||
        ISEQUALF(iter._delta, delta) == false) {
        BCurveErr->_type = PBErrTypeUnitTestFailed;
        sprintf(BCurveErr->_msg, "SCurveIterCreateStatic failed");
        PBErrCatch(BCurveErr);
    }
    SCurveFree(&curve);
    printf("UnitTestSCurveIterCreate OK\n");
}

void UnitTestSCurveIterSetGet() {
    int order = 3;
    int dim = 2;
    int nbSeg = 3;
    SCurve* curve = SCurveCreate(order, dim, nbSeg);
    for (int iCtrl = SCurveGetNbCtrl(curve); iCtrl--;) {
        for (int iDim = dim; iDim--;)
            VecSet(SCurveCtrl(curve, iCtrl), iDim, iCtrl * dim + iDim);
    }
    float delta = 0.2;
    SCurveIter iter = SCurveIterCreateStatic(curve, delta);
    SCurve* curveB = SCurveCreate(order, dim, nbSeg);
    SCurveIterSetCurve(&iter, curveB);
    if (iter._curve != curveB) {
        BCurveErr->_type = PBErrTypeUnitTestFailed;
        sprintf(BCurveErr->_msg, "SCurveIterSetCurve failed");
        PBErrCatch(BCurveErr);
    }
    if (SCurveIterCurve(&iter) != curveB) {
        BCurveErr->_type = PBErrTypeUnitTestFailed;
        sprintf(BCurveErr->_msg, "SCurveIterCurve failed");
        PBErrCatch(BCurveErr);
    }
    float deltaB = 0.3;
    SCurveIterSetDelta(&iter, deltaB);
    if (iter._delta != deltaB) {
        BCurveErr->_type = PBErrTypeUnitTestFailed;
        sprintf(BCurveErr->_msg, "SCurveIterSetDelta failed");
        PBErrCatch(BCurveErr);
    }
    if (SCurveIterGetDelta(&iter) != deltaB) {
        BCurveErr->_type = PBErrTypeUnitTestFailed;
        sprintf(BCurveErr->_msg, "SCurveIterGetDelta failed");
    }
}

```

```

    PBErCatch(BCurveErr);
}
SCurveIterSetCurve(&iter, curve);
iter._curPos = 0.5;
if (SCurveIterGetPos(&iter) != 0.5) {
    BCurveErr->_type = PBErrTypeUnitTestFailed;
    sprintf(BCurveErr->_msg, "SCurveIterGetPos failed");
    PBErCatch(BCurveErr);
}
VecFloat* pos = SCurveIterGet(&iter);
if (ISEQUALF(VecGet(pos, 0), 3.0) == false ||
    ISEQUALF(VecGet(pos, 1), 4.0) == false) {
    BCurveErr->_type = PBErrTypeUnitTestFailed;
    sprintf(BCurveErr->_msg, "SCurveIterGet failed");
    PBErCatch(BCurveErr);
}
VecFree(&pos);
SCurveFree(&curve);
SCurveFree(&curveB);
printf("UnitTestSCurveIterSetGet OK\n");
}

void UnitTestSCurveIterStep() {
    int order = 3;
    int dim = 2;
    int nbSeg = 3;
    SCurve* curve = SCurveCreate(order, dim, nbSeg);
    for (int iCtrl = SCurveGetNbCtrl(curve); iCtrl--;) {
        for (int iDim = dim; iDim--;)
            VecSet(SCurveCtrl(curve, iCtrl), iDim, iCtrl * dim + iDim);
    }
    float delta = 3.0;
    SCurveIter iter = SCurveIterCreateStatic(curve, delta);
    bool ret = SCurveIterStep(&iter);
    if (ISEQUALF(SCurveIterGetPos(&iter), 3.0) == false ||
        ret == false) {
        BCurveErr->_type = PBErrTypeUnitTestFailed;
        sprintf(BCurveErr->_msg, "SCurveIterStep failed");
        PBErCatch(BCurveErr);
    }
    ret = SCurveIterStep(&iter);
    if (ISEQUALF(SCurveIterGetPos(&iter), 3.0) == false ||
        ret == true) {
        BCurveErr->_type = PBErrTypeUnitTestFailed;
        sprintf(BCurveErr->_msg, "SCurveIterStep failed");
        PBErCatch(BCurveErr);
    }
    ret = SCurveIterStepP(&iter);
    if (ISEQUALF(SCurveIterGetPos(&iter), 0.0) == false ||
        ret == false) {
        BCurveErr->_type = PBErrTypeUnitTestFailed;
        sprintf(BCurveErr->_msg, "SCurveIterStepP failed");
        PBErCatch(BCurveErr);
    }
    ret = SCurveIterStepP(&iter);
    if (ISEQUALF(SCurveIterGetPos(&iter), 0.0) == false ||
        ret == true) {
        BCurveErr->_type = PBErrTypeUnitTestFailed;
        sprintf(BCurveErr->_msg, "SCurveIterStepP failed");
        PBErCatch(BCurveErr);
    }
}
SCurveFree(&curve);

```



```

    printf("UnitTestSCurveStep OK\n");
}

void UnitTestSCurveIter() {
    UnitTestSCurveIterCreate();
    UnitTestSCurveIterSetGet();
    UnitTestSCurveIterStep();

    printf("UnitTestSCurveIter OK\n");
}

void UnitTestBBodyCreateFree() {
    int order = 1;
    VecShort2D dim = VecShortCreateStatic2D();
    VecSet(&dim, 0, 2); VecSet(&dim, 1, 3);
    BBody* surf = BBodyCreate(order, &dim);
    if (VecGet(&(surf->_dim), 0) != VecGet(&dim, 0) ||
        VecGet(&(surf->_dim), 1) != VecGet(&dim, 1) ||
        surf->_order != order) {
        BCurveErr->_type = PBErrTypeUnitTestFailed;
        sprintf(BCurveErr->_msg, "BBodyCreate failed");
        PBErrCatch(BCurveErr);
    }
    BBodyFree(&surf);
    printf("UnitTestBBodyCreateFree OK\n");
}

void UnitTestBBodyGetSet() {
    int order = 1;
    VecShort2D dim = VecShortCreateStatic2D();
    VecSet(&dim, 0, 2); VecSet(&dim, 1, 3);
    BBody* surf = BBodyCreate(order, &dim);
    if (BBodyGetOrder(surf) != 1) {
        BCurveErr->_type = PBErrTypeUnitTestFailed;
        sprintf(BCurveErr->_msg, "BBodyGetOrder failed");
        PBErrCatch(BCurveErr);
    }
    if (VecIsEqual(BBodyDim(surf), &dim) == false) {
        BCurveErr->_type = PBErrTypeUnitTestFailed;
        sprintf(BCurveErr->_msg, "BBodyDim failed");
        PBErrCatch(BCurveErr);
    }
    VecShort2D dimB = VecShortCreateStatic2D();
    dimB = BBodyGetDim(surf);
    if (VecIsEqual(&dimB, &dim) == false) {
        BCurveErr->_type = PBErrTypeUnitTestFailed;
        sprintf(BCurveErr->_msg, "BBodyGetDim failed");
        PBErrCatch(BCurveErr);
    }
    if (BBodyGetNbCtrl(surf) != 4) {
        BCurveErr->_type = PBErrTypeUnitTestFailed;
        sprintf(BCurveErr->_msg, "BBodyGetNbCtrl failed");
        PBErrCatch(BCurveErr);
    }
    VecShort2D iCtrl = VecShortCreateStatic2D();
    VecSet(&iCtrl, 0, 1); VecSet(&iCtrl, 1, 0);
    if (BBodyGetIndexCtrl(surf, &iCtrl) != 2) {
        BCurveErr->_type = PBErrTypeUnitTestFailed;
        sprintf(BCurveErr->_msg, "BBodyGetIndexCtrl failed");
        PBErrCatch(BCurveErr);
    }
    if (BBodyCtrl(surf, &iCtrl) != surf->_ctrl[2]) {

```

```

    BCurveErr->_type = PBErrTypeUnitTestFailed;
    sprintf(BCurveErr->_msg, "BBodyCtrl failed");
    PBErrCatch(BCurveErr);
}
VecFloat3D v = VecFloatCreateStatic3D();
VecSet(&v, 0, 1.0); VecSet(&v, 1, 2.0); VecSet(&v, 2, 3.0);
BBodySetCtrl(surf, &iCtrl, &v);
if (VecIsEqual(BBodyCtrl(surf, &iCtrl), (VecFloat*)&v) == false) {
    BCurveErr->_type = PBErrTypeUnitTestFailed;
    sprintf(BCurveErr->_msg, "BBodySetCtrl failed");
    PBErrCatch(BCurveErr);
}
BBodyFree(&surf);
printf("UnitTestBBodyGetSet OK\n");
}

void UnitTestBBodyGet() {
    int order = 1;
    VecShort2D dim = VecShortCreateStatic2D();
    VecSet(&dim, 0, 2); VecSet(&dim, 1, 3);
    BBody* surf = BBodyCreate(order, &dim);
    VecShort2D iCtrl = VecShortCreateStatic2D();
    VecSet(&iCtrl, 0, 0); VecSet(&iCtrl, 1, 0);
    VecFloat3D v = VecFloatCreateStatic3D();
    VecSet(&v, 0, 0.0); VecSet(&v, 1, 0.0); VecSet(&v, 2, 0.0);
    BBodySetCtrl(surf, &iCtrl, &v);
    VecSet(&iCtrl, 0, 1); VecSet(&iCtrl, 1, 0);
    VecSet(&v, 0, 1.0); VecSet(&v, 1, 0.0); VecSet(&v, 2, 0.0);
    BBodySetCtrl(surf, &iCtrl, &v);
    VecSet(&iCtrl, 0, 0); VecSet(&iCtrl, 1, 1);
    VecSet(&v, 0, 0.0); VecSet(&v, 1, 1.0); VecSet(&v, 2, 0.0);
    BBodySetCtrl(surf, &iCtrl, &v);
    VecSet(&iCtrl, 0, 1); VecSet(&iCtrl, 1, 1);
    VecSet(&v, 0, 0.0); VecSet(&v, 1, 0.0); VecSet(&v, 2, 1.0);
    BBodySetCtrl(surf, &iCtrl, &v);
    VecFloat2D u = VecFloatCreateStatic2D();
    float du = 0.2;
    int iCheck = 0;
    float check[75] = {
        0.0,0.0,0.0,0.0,0.2,0.0,0.0,0.4,0.0,0.0,0.6,0.0,0.0,0.8,0.0,
        0.2,0.0,0.0,0.16,0.16,0.04,0.12,0.32,0.08,0.08,0.48,0.12,0.04,
        0.64,0.16,0.4,0.0,0.0,0.32,0.12,0.08,0.24,0.24,0.16,0.16,0.36,
        0.24,0.08,0.48,0.32,0.6,0.0,0.0,0.48,0.08,0.12,0.36,0.16,0.24,
        0.24,0.24,0.36,0.12,0.32,0.48,0.8,0.0,0.0,0.64,0.04,0.16,0.48,
        0.08,0.32,0.32,0.12,0.48,0.16,0.16,0.64
    };
    for (VecSet(&u, 0, 0.0); VecGet(&u, 0) < 1.0;
        VecSet(&u, 0, VecGet(&u, 0) + du)) {
        for (VecSet(&u, 1, 0.0); VecGet(&u, 1) < 1.0;
            VecSet(&u, 1, VecGet(&u, 1) + du)) {
            VecFloat* p = BBodyGet(surf, &u);
            if (ISEQUALF(p->_val[0], check[iCheck]) == false ||
                ISEQUALF(p->_val[1], check[iCheck + 1]) == false ||
                ISEQUALF(p->_val[2], check[iCheck + 2]) == false) {
                BCurveErr->_type = PBErrTypeUnitTestFailed;
                sprintf(BCurveErr->_msg, "BBodyGet failed");
                PBErrCatch(BCurveErr);
            }
            iCheck += 3;
            VecFree(&p);
        }
    }
}

```

```

    BBodyFree(&surf);
    printf("UnitTestBBodyGet OK\n");
}

void UnitTestBBodyClone() {
    int order = 1;
    VecShort2D dim = VecShortCreateStatic2D();
    VecSet(&dim, 0, 2); VecSet(&dim, 1, 3);
    BBody* surf = BBodyCreate(order, &dim);
    VecShort2D iCtrl = VecShortCreateStatic2D();
    VecSet(&iCtrl, 0, 0); VecSet(&iCtrl, 1, 0);
    VecFloat3D v = VecFloatCreateStatic3D();
    VecSet(&v, 0, 0.0); VecSet(&v, 1, 0.0); VecSet(&v, 2, 0.0);
    BBodySetCtrl(surf, &iCtrl, &v);
    VecSet(&iCtrl, 0, 1); VecSet(&iCtrl, 1, 0);
    VecSet(&v, 0, 1.0); VecSet(&v, 1, 0.0); VecSet(&v, 2, 0.0);
    BBodySetCtrl(surf, &iCtrl, &v);
    VecSet(&iCtrl, 0, 0); VecSet(&iCtrl, 1, 1);
    VecSet(&v, 0, 0.0); VecSet(&v, 1, 1.0); VecSet(&v, 2, 0.0);
    BBodySetCtrl(surf, &iCtrl, &v);
    VecSet(&iCtrl, 0, 1); VecSet(&iCtrl, 1, 1);
    VecSet(&v, 0, 0.0); VecSet(&v, 1, 0.0); VecSet(&v, 2, 1.0);
    BBodySetCtrl(surf, &iCtrl, &v);
    BBody* clone = BBodyClone(surf);
    if (BBodyGetOrder(clone) != BBodyGetOrder(surf)) {
        BCurveErr->_type = PBErrTypeUnitTestFailed;
        sprintf(BCurveErr->_msg, "BBodyClone failed");
        PBErrCatch(BCurveErr);
    }
    if (VecIsEqual(BBodyDim(clone), BBodyDim(surf)) == false) {
        BCurveErr->_type = PBErrTypeUnitTestFailed;
        sprintf(BCurveErr->_msg, "BBodyClone failed");
        PBErrCatch(BCurveErr);
    }
    for (int iCtrl = BBodyGetNbCtrl(clone); iCtrl--;) {
        if (VecIsEqual(clone->_ctrl[iCtrl], surf->_ctrl[iCtrl]) == false) {
            BCurveErr->_type = PBErrTypeUnitTestFailed;
            sprintf(BCurveErr->_msg, "BBodyClone failed");
            PBErrCatch(BCurveErr);
        }
    }
    BBodyFree(&surf);
    BBodyFree(&clone);
    printf("UnitTestBBodyClone OK\n");
}

void UnitTestBBodyPrint() {
    int order = 1;
    VecShort2D dim = VecShortCreateStatic2D();
    VecSet(&dim, 0, 2); VecSet(&dim, 1, 3);
    BBody* surf = BBodyCreate(order, &dim);
    VecShort2D iCtrl = VecShortCreateStatic2D();
    VecSet(&iCtrl, 0, 0); VecSet(&iCtrl, 1, 0);
    VecFloat3D v = VecFloatCreateStatic3D();
    VecSet(&v, 0, 0.0); VecSet(&v, 1, 0.0); VecSet(&v, 2, 0.0);
    BBodySetCtrl(surf, &iCtrl, &v);
    VecSet(&iCtrl, 0, 1); VecSet(&iCtrl, 1, 0);
    VecSet(&v, 0, 1.0); VecSet(&v, 1, 0.0); VecSet(&v, 2, 0.0);
    BBodySetCtrl(surf, &iCtrl, &v);
    VecSet(&iCtrl, 0, 0); VecSet(&iCtrl, 1, 1);
    VecSet(&v, 0, 0.0); VecSet(&v, 1, 1.0); VecSet(&v, 2, 0.0);
    BBodySetCtrl(surf, &iCtrl, &v);

```

```

    VecSet(&iCtrl, 0, 1); VecSet(&iCtrl, 1, 1);
    VecSet(&v, 0, 0.0); VecSet(&v, 1, 0.0); VecSet(&v, 2, 1.0);
    BBodySetCtrl(surf, &iCtrl, &v);
    BBodyPrint(surf, stdout);
    printf("\n");
    BBodyFree(&surf);
    printf("UnitTestBBodyPrint OK\n");
}

void UnitTestBBodyLoadSave() {
    int order = 1;
    VecShort2D dim = VecShortCreateStatic2D();
    VecSet(&dim, 0, 2); VecSet(&dim, 1, 3);
    BBody* surf = BBodyCreate(order, &dim);
    VecShort2D iCtrl = VecShortCreateStatic2D();
    VecSet(&iCtrl, 0, 0); VecSet(&iCtrl, 1, 0);
    VecFloat3D v = VecFloatCreateStatic3D();
    VecSet(&v, 0, 0.0); VecSet(&v, 1, 0.0); VecSet(&v, 2, 0.0);
    BBodySetCtrl(surf, &iCtrl, &v);
    VecSet(&iCtrl, 0, 1); VecSet(&iCtrl, 1, 0);
    VecSet(&v, 0, 1.0); VecSet(&v, 1, 0.0); VecSet(&v, 2, 0.0);
    BBodySetCtrl(surf, &iCtrl, &v);
    VecSet(&iCtrl, 0, 0); VecSet(&iCtrl, 1, 1);
    VecSet(&v, 0, 0.0); VecSet(&v, 1, 1.0); VecSet(&v, 2, 0.0);
    BBodySetCtrl(surf, &iCtrl, &v);
    VecSet(&iCtrl, 0, 1); VecSet(&iCtrl, 1, 1);
    VecSet(&v, 0, 0.0); VecSet(&v, 1, 0.0); VecSet(&v, 2, 1.0);
    BBodySetCtrl(surf, &iCtrl, &v);
    FILE* file = fopen("./bbody.txt", "w");
    if (BBodySave(surf, file) == false) {
        BCurveErr->_type = PBErrTypeUnitTestFailed;
        sprintf(BCurveErr->_msg, "BBodySave failed");
        PBErrCatch(BCurveErr);
    }
    fclose(file);
    BBody* clone = NULL;
    file = fopen("./bbody.txt", "r");
    if (BBodyLoad(&clone, file) == false) {
        BCurveErr->_type = PBErrTypeUnitTestFailed;
        sprintf(BCurveErr->_msg, "BBodyLoad failed");
        PBErrCatch(BCurveErr);
    }
    fclose(file);
    if (BBodyGetOrder(clone) != BBodyGetOrder(surf)) {
        BCurveErr->_type = PBErrTypeUnitTestFailed;
        sprintf(BCurveErr->_msg, "BBodyLoadSave failed");
        PBErrCatch(BCurveErr);
    }
    if (VecIsEqual(BBodyDim(clone), BBodyDim(surf)) == false) {
        BCurveErr->_type = PBErrTypeUnitTestFailed;
        sprintf(BCurveErr->_msg, "BBodyLoadSave failed");
        PBErrCatch(BCurveErr);
    }
    for (int iCtrl = BBodyGetNbCtrl(clone); iCtrl--;) {
        if (VecIsEqual(clone->_ctrl[iCtrl], surf->_ctrl[iCtrl]) == false) {
            BCurveErr->_type = PBErrTypeUnitTestFailed;
            sprintf(BCurveErr->_msg, "BBodyLoadSave failed");
            PBErrCatch(BCurveErr);
        }
    }
    BBodyFree(&surf);
    BBodyFree(&clone);
}

```

```

    printf("UnitTestBBodyLoadSave OK\n");
}

void UnitTestBBodyGetCenter() {
    int order = 1;
    VecShort2D dim = VecShortCreateStatic2D();
    VecSet(&dim, 0, 2); VecSet(&dim, 1, 3);
    BBody* surf = BBodyCreate(order, &dim);
    VecShort2D iCtrl = VecShortCreateStatic2D();
    VecSet(&iCtrl, 0, 0); VecSet(&iCtrl, 1, 0);
    VecFloat3D v = VecFloatCreateStatic3D();
    VecSet(&v, 0, 0.0); VecSet(&v, 1, 0.0); VecSet(&v, 2, 0.0);
    BBodySetCtrl(surf, &iCtrl, &v);
    VecSet(&iCtrl, 0, 1); VecSet(&iCtrl, 1, 0);
    VecSet(&v, 0, 1.0); VecSet(&v, 1, 0.0); VecSet(&v, 2, 0.0);
    BBodySetCtrl(surf, &iCtrl, &v);
    VecSet(&iCtrl, 0, 0); VecSet(&iCtrl, 1, 1);
    VecSet(&v, 0, 0.0); VecSet(&v, 1, 1.0); VecSet(&v, 2, 0.0);
    BBodySetCtrl(surf, &iCtrl, &v);
    VecSet(&iCtrl, 0, 1); VecSet(&iCtrl, 1, 1);
    VecSet(&v, 0, 0.0); VecSet(&v, 1, 0.0); VecSet(&v, 2, 1.0);
    BBodySetCtrl(surf, &iCtrl, &v);
    VecFloat* center = BBodyGetCenter(surf);
    VecSet(&v, 0, 0.25); VecSet(&v, 1, 0.25); VecSet(&v, 2, 0.25);
    if (VecIsEqual(center, (VecFloat*)&v) == false) {
        BCurveErr->_type = PBErrTypeUnitTestFailed;
        sprintf(BCurveErr->_msg, "BBodyGetCenter failed");
        PBErrCatch(BCurveErr);
    }
    BBodyFree(&surf);
    VecFree(&center);
    printf("UnitTestBBodyGetCenter OK\n");
}

void UnitTestBBodyTranslate() {
    int order = 1;
    VecShort2D dim = VecShortCreateStatic2D();
    VecSet(&dim, 0, 2); VecSet(&dim, 1, 3);
    BBody* surf = BBodyCreate(order, &dim);
    VecShort2D iCtrl = VecShortCreateStatic2D();
    VecSet(&iCtrl, 0, 0); VecSet(&iCtrl, 1, 0);
    VecFloat3D v = VecFloatCreateStatic3D();
    VecSet(&v, 0, 0.0); VecSet(&v, 1, 0.0); VecSet(&v, 2, 0.0);
    BBodySetCtrl(surf, &iCtrl, &v);
    VecSet(&iCtrl, 0, 1); VecSet(&iCtrl, 1, 0);
    VecSet(&v, 0, 1.0); VecSet(&v, 1, 0.0); VecSet(&v, 2, 0.0);
    BBodySetCtrl(surf, &iCtrl, &v);
    VecSet(&iCtrl, 0, 0); VecSet(&iCtrl, 1, 1);
    VecSet(&v, 0, 0.0); VecSet(&v, 1, 1.0); VecSet(&v, 2, 0.0);
    BBodySetCtrl(surf, &iCtrl, &v);
    VecSet(&iCtrl, 0, 1); VecSet(&iCtrl, 1, 1);
    VecSet(&v, 0, 0.0); VecSet(&v, 1, 0.0); VecSet(&v, 2, 1.0);
    BBodySetCtrl(surf, &iCtrl, &v);
    VecSet(&v, 0, 1.0); VecSet(&v, 1, 2.0); VecSet(&v, 2, 3.0);
    BBodyTranslate(surf, &v);
    float check[12] = {
        1.0, 2.0, 3.0,
        1.0, 3.0, 3.0,
        2.0, 2.0, 3.0,
        1.0, 2.0, 4.0
    };
    for (int iCtrl = BBodyGetNbCtrl(surf); iCtrl--;) {

```

```

        if (ISEQUALF(check[3 * iCtrl], surf->_ctrl[iCtrl]->_val[0]) ==
            false ||
            ISEQUALF(check[3 * iCtrl + 1], surf->_ctrl[iCtrl]->_val[1]) ==
            false ||
            ISEQUALF(check[3 * iCtrl + 2], surf->_ctrl[iCtrl]->_val[2]) ==
            false) {
            BCurveErr->_type = PBErrTypeUnitTestFailed;
            sprintf(BCurveErr->_msg, "BBodyTranslate failed");
            PBErrCatch(BCurveErr);
        }
    }
    BBodyFree(&surf);
    printf("UnitTestBBodyTranslate OK\n");
}

void UnitTestBBodyScale() {
    int order = 1;
    VecShort2D dim = VecShortCreateStatic2D();
    VecSet(&dim, 0, 2); VecSet(&dim, 1, 3);
    BBody* surf = BBodyCreate(order, &dim);
    VecShort2D iCtrl = VecShortCreateStatic2D();
    VecSet(&iCtrl, 0, 0); VecSet(&iCtrl, 1, 0);
    VecFloat3D v = VecFloatCreateStatic3D();
    VecSet(&v, 0, 0.0); VecSet(&v, 1, 0.0); VecSet(&v, 2, 0.0);
    BBodySetCtrl(surf, &iCtrl, &v);
    VecSet(&iCtrl, 0, 1); VecSet(&iCtrl, 1, 0);
    VecSet(&v, 0, 1.0); VecSet(&v, 1, 0.0); VecSet(&v, 2, 0.0);
    BBodySetCtrl(surf, &iCtrl, &v);
    VecSet(&iCtrl, 0, 0); VecSet(&iCtrl, 1, 1);
    VecSet(&v, 0, 0.0); VecSet(&v, 1, 1.0); VecSet(&v, 2, 0.0);
    BBodySetCtrl(surf, &iCtrl, &v);
    VecSet(&iCtrl, 0, 1); VecSet(&iCtrl, 1, 1);
    VecSet(&v, 0, 0.0); VecSet(&v, 1, 0.0); VecSet(&v, 2, 1.0);
    BBodySetCtrl(surf, &iCtrl, &v);
    VecSet(&v, 0, 1.0); VecSet(&v, 1, 2.0); VecSet(&v, 2, 3.0);
    BBodyScaleCenter(surf, (VecFloat*)&v);
    float checka[12] = {
        0.0,-0.25,-0.5,
        0.0,1.75,-0.5,
        1.0,-0.25,-0.5,
        0.0,-0.25,2.5
    };
    for (int iCtrl = BBodyGetNbCtrl(surf); iCtrl--;) {
        if (ISEQUALF(checka[3 * iCtrl], surf->_ctrl[iCtrl]->_val[0]) ==
            false ||
            ISEQUALF(checka[3 * iCtrl + 1], surf->_ctrl[iCtrl]->_val[1]) ==
            false ||
            ISEQUALF(checka[3 * iCtrl + 2], surf->_ctrl[iCtrl]->_val[2]) ==
            false) {
            BCurveErr->_type = PBErrTypeUnitTestFailed;
            sprintf(BCurveErr->_msg, "BBodyScaleCenter failed");
            PBErrCatch(BCurveErr);
        }
    }
    BBodyScaleOrigin(surf, (VecFloat*)&v);
    float checkb[12] = {
        0.0,-0.5,-1.5,
        0.0,3.5,-1.5,
        1.0,-0.5,-1.5,
        0.0,-0.5,7.5
    };
    for (int iCtrl = BBodyGetNbCtrl(surf); iCtrl--;) {

```

```

        if (ISEQUALF(checkb[3 * iCtrl], surf->_ctrl[iCtrl]->_val[0]) ==
            false ||
            ISEQUALF(checkb[3 * iCtrl + 1], surf->_ctrl[iCtrl]->_val[1]) ==
            false ||
            ISEQUALF(checkb[3 * iCtrl + 2], surf->_ctrl[iCtrl]->_val[2]) ==
            false) {
            BCurveErr->_type = PBErrTypeUnitTestFailed;
            sprintf(BCurveErr->_msg, "BBodyScale failed");
            PBErrCatch(BCurveErr);
        }
    }
    BBodyScaleStart(surf, (VecFloat*)&v);
    float checkc[12] = {
        0.0,-0.5,-1.5,
        0.0,7.5,-1.5,
        1.0,-0.5,-1.5,
        0.0,-0.5,25.5
    };
    for (int iCtrl = BBodyGetNbCtrl(surf); iCtrl--;) {
        if (ISEQUALF(checkc[3 * iCtrl], surf->_ctrl[iCtrl]->_val[0]) ==
            false ||
            ISEQUALF(checkc[3 * iCtrl + 1], surf->_ctrl[iCtrl]->_val[1]) ==
            false ||
            ISEQUALF(checkc[3 * iCtrl + 2], surf->_ctrl[iCtrl]->_val[2]) ==
            false) {
            BCurveErr->_type = PBErrTypeUnitTestFailed;
            sprintf(BCurveErr->_msg, "BBodyScale failed");
            PBErrCatch(BCurveErr);
        }
    }
    BBodyFree(&surf);
    printf("UnitTestBBodyScale OK\n");
}

void UnitTestBBodyGetBoundingBox() {
    int order = 1;
    VecShort2D dim = VecShortCreateStatic2D();
    VecSet(&dim, 0, 2); VecSet(&dim, 1, 3);
    BBody* surf = BBodyCreate(order, &dim);
    VecShort2D iCtrl = VecShortCreateStatic2D();
    VecSet(&iCtrl, 0, 0); VecSet(&iCtrl, 1, 0);
    VecFloat3D v = VecFloatCreateStatic3D();
    VecSet(&v, 0, 0.0); VecSet(&v, 1, 0.0); VecSet(&v, 2, 0.0);
    BBodySetCtrl(surf, &iCtrl, &v);
    VecSet(&iCtrl, 0, 1); VecSet(&iCtrl, 1, 0);
    VecSet(&v, 0, 1.0); VecSet(&v, 1, 0.0); VecSet(&v, 2, 0.0);
    BBodySetCtrl(surf, &iCtrl, &v);
    VecSet(&iCtrl, 0, 0); VecSet(&iCtrl, 1, 1);
    VecSet(&v, 0, 0.0); VecSet(&v, 1, 1.0); VecSet(&v, 2, 0.0);
    BBodySetCtrl(surf, &iCtrl, &v);
    VecSet(&iCtrl, 0, 1); VecSet(&iCtrl, 1, 1);
    VecSet(&v, 0, 0.0); VecSet(&v, 1, 0.0); VecSet(&v, 2, 1.0);
    BBodySetCtrl(surf, &iCtrl, &v);
    BBodyScaleCenter(surf, (float)2.0);
    Facoid* bound = BBodyGetBoundingBox(surf);
    VecSet(&v, 0, -0.25); VecSet(&v, 1, -0.25); VecSet(&v, 2, -0.25);
    if (VecIsEqual(ShapoidPos(bound), (VecFloat*)&v) == false) {
        BCurveErr->_type = PBErrTypeUnitTestFailed;
        sprintf(BCurveErr->_msg, "BBodyGetBoundingBox failed");
        PBErrCatch(BCurveErr);
    }
    VecSet(&v, 0, 2.0); VecSet(&v, 1, 0.0); VecSet(&v, 2, 0.0);
}

```

```

    if (VecIsEqual(ShapoidAxis(bound, 0), (VecFloat*)&v) == false) {
        BCurveErr->_type = PBErrTypeUnitTestFailed;
        sprintf(BCurveErr->_msg, "BBodyGetBoundingBox failed");
        PBErrCatch(BCurveErr);
    }
    VecSet(&v, 0, 0.0); VecSet(&v, 1, 2.0); VecSet(&v, 2, 0.0);
    if (VecIsEqual(ShapoidAxis(bound, 1), (VecFloat*)&v) == false) {
        BCurveErr->_type = PBErrTypeUnitTestFailed;
        sprintf(BCurveErr->_msg, "BBodyGetBoundingBox failed");
        PBErrCatch(BCurveErr);
    }
    VecSet(&v, 0, 0.0); VecSet(&v, 1, 0.0); VecSet(&v, 2, 2.0);
    if (VecIsEqual(ShapoidAxis(bound, 2), (VecFloat*)&v) == false) {
        BCurveErr->_type = PBErrTypeUnitTestFailed;
        sprintf(BCurveErr->_msg, "BBodyGetBoundingBox failed");
        PBErrCatch(BCurveErr);
    }
    ShapoidFree(&bound);
    BBodyFree(&surf);
    printf("UnitTestBBodyGetBoundingBox OK\n");
}

void UnitTestBBodyRotate() {
    int order = 1;
    VecShort2D dim = VecShortCreateStatic2D();
    VecSet(&dim, 0, 2); VecSet(&dim, 1, 3);
    BBody* surf = BBodyCreate(order, &dim);
    VecShort2D iCtrl = VecShortCreateStatic2D();
    VecSet(&iCtrl, 0, 0); VecSet(&iCtrl, 1, 0);
    VecFloat3D v = VecFloatCreateStatic3D();
    VecSet(&v, 0, 0.0); VecSet(&v, 1, 0.0); VecSet(&v, 2, 0.0);
    BBodySetCtrl(surf, &iCtrl, &v);
    VecSet(&iCtrl, 0, 1); VecSet(&iCtrl, 1, 0);
    VecSet(&v, 0, 1.0); VecSet(&v, 1, 0.0); VecSet(&v, 2, 0.0);
    BBodySetCtrl(surf, &iCtrl, &v);
    VecSet(&iCtrl, 0, 0); VecSet(&iCtrl, 1, 1);
    VecSet(&v, 0, 0.0); VecSet(&v, 1, 1.0); VecSet(&v, 2, 0.0);
    BBodySetCtrl(surf, &iCtrl, &v);
    VecSet(&iCtrl, 0, 1); VecSet(&iCtrl, 1, 1);
    VecSet(&v, 0, 0.0); VecSet(&v, 1, 0.0); VecSet(&v, 2, 1.0);
    BBodySetCtrl(surf, &iCtrl, &v);
    float theta = PBMATH_HALFPI;
    BBodyRotXCenter(surf, theta);
    float checka[12] = {
        0.0,0.5,0.0,
        0.0,0.5,1.0,
        1.0,0.5,0.0,
        0.0,-0.5,0.0
    };
    for (int iCtrl = BBodyGetNbCtrl(surf); iCtrl--;) {
        if (ISEQUALF(checka[3 * iCtrl], surf->_ctrl[iCtrl]->_val[0]) ==
            false ||
            ISEQUALF(checka[3 * iCtrl + 1], surf->_ctrl[iCtrl]->_val[1]) ==
            false ||
            ISEQUALF(checka[3 * iCtrl + 2], surf->_ctrl[iCtrl]->_val[2]) ==
            false) {
            BCurveErr->_type = PBErrTypeUnitTestFailed;
            sprintf(BCurveErr->_msg, "BBodyRotXCenter failed");
            PBErrCatch(BCurveErr);
        }
    }
    BBodyRotXOrigin(surf, theta);
}

```



```

float checkb[12] = {
    0.0,0.0,0.5,
    0.0,-1.0,0.5,
    1.0,0.0,0.5,
    0.0,0.0,-0.5
};
for (int iCtrl = BBodyGetNbCtrl(surf); iCtrl--;) {
    if (ISEQUALF(checkb[3 * iCtrl], surf->_ctrl[iCtrl]->_val[0]) ==
        false ||
        ISEQUALF(checkb[3 * iCtrl + 1], surf->_ctrl[iCtrl]->_val[1]) ==
        false ||
        ISEQUALF(checkb[3 * iCtrl + 2], surf->_ctrl[iCtrl]->_val[2]) ==
        false) {
        BCurveErr->_type = PBErrTypeUnitTestFailed;
        sprintf(BCurveErr->_msg, "BBodyRotXOrigin failed");
        PBErrCatch(BCurveErr);
    }
}
BBodyRotXStart(surf, theta);
float checkc[12] = {
    0.0,0.0,0.5,
    0.0,0.0,-0.5,
    1.0,0.0,0.5,
    0.0,1.0,0.5
};
for (int iCtrl = BBodyGetNbCtrl(surf); iCtrl--;) {
    if (ISEQUALF(checkc[3 * iCtrl], surf->_ctrl[iCtrl]->_val[0]) ==
        false ||
        ISEQUALF(checkc[3 * iCtrl + 1], surf->_ctrl[iCtrl]->_val[1]) ==
        false ||
        ISEQUALF(checkc[3 * iCtrl + 2], surf->_ctrl[iCtrl]->_val[2]) ==
        false) {
        BCurveErr->_type = PBErrTypeUnitTestFailed;
        sprintf(BCurveErr->_msg, "BBodyRotXStart failed");
        PBErrCatch(BCurveErr);
    }
}
BBodyRotYCenter(surf, theta);
float checkd[12] = {
    0.5,0.0,0.5,
    -0.5,0.0,0.5,
    0.5,0.0,-0.5,
    0.5,1.0,0.5
};
for (int iCtrl = BBodyGetNbCtrl(surf); iCtrl--;) {
    if (ISEQUALF(checkd[3 * iCtrl], surf->_ctrl[iCtrl]->_val[0]) ==
        false ||
        ISEQUALF(checkd[3 * iCtrl + 1], surf->_ctrl[iCtrl]->_val[1]) ==
        false ||
        ISEQUALF(checkd[3 * iCtrl + 2], surf->_ctrl[iCtrl]->_val[2]) ==
        false) {
        BCurveErr->_type = PBErrTypeUnitTestFailed;
        sprintf(BCurveErr->_msg, "BBodyRotYCenter failed");
        PBErrCatch(BCurveErr);
    }
}
BBodyRotYOrigin(surf, theta);
float checke[12] = {
    0.5,0.0,-0.5,
    0.5,0.0,0.5,
    -0.5,0.0,-0.5,
    0.5,1.0,-0.5
};

```

```

    };
    for (int iCtrl = BBodyGetNbCtrl(surf); iCtrl--;) {
        if (ISEQUALF(checke[3 * iCtrl], surf->_ctrl[iCtrl]->_val[0]) ==
            false ||
            ISEQUALF(checke[3 * iCtrl + 1], surf->_ctrl[iCtrl]->_val[1]) ==
            false ||
            ISEQUALF(checke[3 * iCtrl + 2], surf->_ctrl[iCtrl]->_val[2]) ==
            false) {
            BCurveErr->_type = PBErrTypeUnitTestFailed;
            sprintf(BCurveErr->_msg, "BBodyRotYOrigin failed");
            PBErrCatch(BCurveErr);
        }
    }
    BBodyRotYStart(surf, theta);
    float checkf[12] = {
        0.5, 0.0, -0.5,
        1.5, 0.0, -0.5,
        0.5, 0.0, 0.5,
        0.5, 1.0, -0.5
    };
    for (int iCtrl = BBodyGetNbCtrl(surf); iCtrl--;) {
        if (ISEQUALF(checkf[3 * iCtrl], surf->_ctrl[iCtrl]->_val[0]) ==
            false ||
            ISEQUALF(checkf[3 * iCtrl + 1], surf->_ctrl[iCtrl]->_val[1]) ==
            false ||
            ISEQUALF(checkf[3 * iCtrl + 2], surf->_ctrl[iCtrl]->_val[2]) ==
            false) {
            BCurveErr->_type = PBErrTypeUnitTestFailed;
            sprintf(BCurveErr->_msg, "BBodyRotYStart failed");
            PBErrCatch(BCurveErr);
        }
    }
    BBodyRotZCenter(surf, theta);
    float checkg[12] = {
        1.0, 0.0, -0.5,
        1.0, 1.0, -0.5,
        1.0, 0.0, 0.5,
        0.0, 0.0, -0.5
    };
    for (int iCtrl = BBodyGetNbCtrl(surf); iCtrl--;) {
        if (ISEQUALF(checkg[3 * iCtrl], surf->_ctrl[iCtrl]->_val[0]) ==
            false ||
            ISEQUALF(checkg[3 * iCtrl + 1], surf->_ctrl[iCtrl]->_val[1]) ==
            false ||
            ISEQUALF(checkg[3 * iCtrl + 2], surf->_ctrl[iCtrl]->_val[2]) ==
            false) {
            BCurveErr->_type = PBErrTypeUnitTestFailed;
            sprintf(BCurveErr->_msg, "BBodyRotZCenter failed");
            PBErrCatch(BCurveErr);
        }
    }
    BBodyRotZOrigin(surf, theta);
    float checkh[12] = {
        0.0, 1.0, -0.5,
        -1.0, 1.0, -0.5,
        0.0, 1.0, 0.5,
        0.0, 0.0, -0.5
    };
    for (int iCtrl = BBodyGetNbCtrl(surf); iCtrl--;) {
        if (ISEQUALF(checkh[3 * iCtrl], surf->_ctrl[iCtrl]->_val[0]) ==
            false ||
            ISEQUALF(checkh[3 * iCtrl + 1], surf->_ctrl[iCtrl]->_val[1]) ==

```

```

        false ||
        ISEQUALF(checkh[3 * iCtrl + 2], surf->_ctrl[iCtrl]->_val[2]) ==
        false) {
        BCurveErr->_type = PBErrTypeUnitTestFailed;
        sprintf(BCurveErr->_msg, "BBodyRotZOrigin failed");
        PBErrCatch(BCurveErr);
    }
}
BBodyRotZStart(surf, theta);
float checki[12] = {
    0.0,1.0,-0.5,
    0.0,0.0,-0.5,
    0.0,1.0,0.5,
    1.0,1.0,-0.5
};
for (int iCtrl = BBodyGetNbCtrl(surf); iCtrl--;) {
    if (ISEQUALF(checki[3 * iCtrl], surf->_ctrl[iCtrl]->_val[0]) ==
        false ||
        ISEQUALF(checki[3 * iCtrl + 1], surf->_ctrl[iCtrl]->_val[1]) ==
        false ||
        ISEQUALF(checki[3 * iCtrl + 2], surf->_ctrl[iCtrl]->_val[2]) ==
        false) {
        BCurveErr->_type = PBErrTypeUnitTestFailed;
        sprintf(BCurveErr->_msg, "BBodyRotZStart failed");
        PBErrCatch(BCurveErr);
    }
}
VecFloat3D axis = VecFloatCreateStatic3D();
VecSet(&axis, 0, 1.0); VecSet(&axis, 1, 1.0); VecSet(&axis, 2, 1.0);
VecNormalise(&axis);
BBodyRotAxisCenter(surf, &axis, theta);
float checkj[12] = {
    -0.122009,0.666667,-0.044658,
    0.122008,0.333334,-0.955342,
    0.788675,0.422650,0.288675,
    0.211325,1.577350,-0.288675
};
for (int iCtrl = BBodyGetNbCtrl(surf); iCtrl--;) {
    if (ISEQUALF(checkj[3 * iCtrl], surf->_ctrl[iCtrl]->_val[0]) ==
        false ||
        ISEQUALF(checkj[3 * iCtrl + 1], surf->_ctrl[iCtrl]->_val[1]) ==
        false ||
        ISEQUALF(checkj[3 * iCtrl + 2], surf->_ctrl[iCtrl]->_val[2]) ==
        false) {
        BCurveErr->_type = PBErrTypeUnitTestFailed;
        sprintf(BCurveErr->_msg, "BBodyRotAxisCenter failed");
        PBErrCatch(BCurveErr);
    }
}
}
BBodyRotAxisOrigin(surf, &axis, theta);
float checkk[12] = {
    -0.244017,0.122008,0.622008,
    -0.910684,0.455342,-0.044658,
    0.422650,0.788675,0.288675,
    -0.577350,0.788675,1.288675
};
for (int iCtrl = BBodyGetNbCtrl(surf); iCtrl--;) {
    if (ISEQUALF(checkk[3 * iCtrl], surf->_ctrl[iCtrl]->_val[0]) ==
        false ||
        ISEQUALF(checkk[3 * iCtrl + 1], surf->_ctrl[iCtrl]->_val[1]) ==
        false ||
        ISEQUALF(checkk[3 * iCtrl + 2], surf->_ctrl[iCtrl]->_val[2]) ==

```

```

        false) {
            BCurveErr->_type = PBErrTypeUnitTestFailed;
            sprintf(BCurveErr->_msg, "BBodyRotAxisOrigin failed");
            PBErrCatch(BCurveErr);
        }
    }
    BBodyRotAxisStart(surf, &axis, theta);
    float check1[12] = {
        -0.244017, 0.122008, 0.622008,
        -1.154700, -0.211325, 0.866026,
        -0.488034, 1.032692, 0.955342,
        0.089317, -0.122008, 1.532692
    };
    for (int iCtrl = BBodyGetNbCtrl(surf); iCtrl--;) {
        if (ISEQUALF(check1[3 * iCtrl], surf->_ctrl[iCtrl]->_val[0]) ==
            false ||
            ISEQUALF(check1[3 * iCtrl + 1], surf->_ctrl[iCtrl]->_val[1]) ==
            false ||
            ISEQUALF(check1[3 * iCtrl + 2], surf->_ctrl[iCtrl]->_val[2]) ==
            false) {
            BCurveErr->_type = PBErrTypeUnitTestFailed;
            sprintf(BCurveErr->_msg, "BBodyRotAxisStart failed");
            PBErrCatch(BCurveErr);
        }
    }
    BBodyFree(&surf);
    printf("UnitTestBBodyRotate OK\n");
}

void UnitTestBBody() {
    UnitTestBBodyCreateFree();
    UnitTestBBodyGetSet();
    UnitTestBBodyGet();
    UnitTestBBodyClone();
    UnitTestBBodyPrint();
    UnitTestBBodyLoadSave();
    UnitTestBBodyGetCenter();
    UnitTestBBodyTranslate();
    UnitTestBBodyScale();
    UnitTestBBodyGetBoundingBox();
    UnitTestBBodyRotate();
    printf("UnitTestBBody OK\n");
}

void UnitTestAll() {
    UnitTestBCurve();
    UnitTestSCurve();
    UnitTestSCurveIter();
    UnitTestBBody();
    printf("UnitTestAll OK\n");
}

int main() {
    UnitTestAll();
    // Return success code
    return 0;
}

```

## 6 Unit tests output

```
UnitTestBCurveCreateCloneFree OK
order(3) dim(2) <0.000,1.000> <2.000,3.000> <4.000,5.000> <6.000,7.000>
UnitTestBCurveLoadSavePrint OK
UnitTestBCurveGetSetCtrl OK
UnitTestBCurveGet OK
UnitTestBCurveGetOrderDim OK
UnitTestBCurveGetApproxLenCenter OK
UnitTestBCurveRot OK
UnitTestBCurveScale OK
UnitTestBCurveTranslate OK
UnitTestBCurveFromCloudPoint OK
UnitTestBCurveGetWeightCtrlPt OK
UnitTestBCurveGetBoundingBox OK
UnitTestBCurve OK
UnitTestSCurveCreateCloneFree OK
order(3) dim(2) nbSeg(3) <<0.000,1.000>> <2.000,3.000> <4.000,5.000> <<6.000,7.000>> <8.000,9.000> <10.000,11.000> <
UnitTestSCurveLoadSavePrint OK
UnitTestSCurveGetSetCtrl OK
UnitTestSCurveGetAddRemoveSeg OK
UnitTestSCurveGet OK
UnitTestSCurveGetOrderDimNbSegMaxUNbCtrl OK
UnitTestSCurveGetApproxLenCenter OK
UnitTestSCurveRot OK
UnitTestSCurveScale OK
UnitTestSCurveTranslate OK
UnitTestSCurveGetBoundingBox OK
UnitTestSCurve OK
UnitTestSCurveIterCreate OK
UnitTestSCurveIterSetGet OK
UnitTestSCurveStep OK
UnitTestSCurveIter OK
UnitTestBBodyCreateFree OK
UnitTestBBodyGetSet OK
UnitTestBBodyGet OK
UnitTestBBodyClone OK
order(1) dim(<2,3>) <0.000,0.000,0.000> <0.000,1.000,0.000><1.000,0.000,0.000><0.000,0.000,1.000>
UnitTestBBodyPrint OK
UnitTestBBodyLoadSave OK
UnitTestBBodyGetCenter OK
UnitTestBBodyTranslate OK
UnitTestBBodyScale OK
UnitTestBBodyGetBoundingBox OK
UnitTestBBodyRotate OK
UnitTestBBody OK
UnitTestAll OK
```

bcurve.txt:

```
3 2
2 0.000000 1.000000
2 2.000000 3.000000
2 4.000000 5.000000
2 6.000000 7.000000
```

scurve.txt:

```
3 2 3
2 0.000000 1.000000
2 2.000000 3.000000
2 4.000000 5.000000
2 6.000000 7.000000
2 8.000000 9.000000
2 10.000000 11.000000
2 12.000000 13.000000
2 14.000000 15.000000
2 16.000000 17.000000
2 18.000000 19.000000
```

bbody.txt:

```
1
2 2 3
3 0.000000 0.000000 0.000000
3 0.000000 1.000000 0.000000
3 1.000000 0.000000 0.000000
3 0.000000 0.000000 1.000000
```