BCurve

P. Baillehache

February 12, 2018

Contents

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 ot 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 $\overrightarrow{C_i} \in \mathbb{R}^D$. The curve in dimension D associated to the BCurve B is defined by $\overrightarrow{B(t)}$:

$$\begin{cases} \overrightarrow{B(t)} = \sum_{i=0}^{O} W_i^O(t)\overrightarrow{C_i} & \text{if } t \in [0.0, 1.0] \\ \overrightarrow{B(t)} = \overrightarrow{C_0} & \text{if } t < 0.0 \\ \overrightarrow{B(t)} = \overrightarrow{C_O} & \text{if } t > 1.0 \end{cases} \tag{1}$$

where, if $O = 0$

$$W_0^0(t) = 1.0 \tag{2}$$

and if $O \neq 0$

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

1.2 BCurve from cloud points

Given the cloud points made of N points $\overrightarrow{P_i}$, the BCurve of order $N-1$ passing through the N points (in the same order $\overrightarrow{P_0}$,$\overrightarrow{P_1}$,$\overrightarrow{P_2}$,... as given in input) can be obtained as follow.

If $N = 1$ the solution is trivial: $\overrightarrow{C_0} = \overrightarrow{P_0}$. As well, if $N = 2$ the solution is trivial: $\overrightarrow{C_0} = \overrightarrow{P_0}$ and $\overrightarrow{C_1} = \overrightarrow{P_1}$.

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

$$t_i = \frac{L(\overrightarrow{P_i})}{L(\overrightarrow{P_{N-1}})} \tag{4}$$

where

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

then we can calculate the C_i as follow. We have $\overrightarrow{C_0} = \overrightarrow{P_0}$ and $\overrightarrow{C_{N-1}} = \overrightarrow{P_{N-1}}$, and others $\overrightarrow{C_i}$ can be obtained by solving the linear system below for each dimension:

$$\begin{bmatrix} W_1^{N-1}(t_1) & ... & W_{N-2}^{N-1}(t_1) \\ ... & ... & ... \\ W_1^{N-1}(t_{N-2}) & ... & W_{N-2}^{N-1}(t_{N-2}) \end{bmatrix} \begin{bmatrix} C_1 \\ ... \\ C_{N-2} \end{bmatrix} = \begin{bmatrix} P_1 - \left(W_0^{N-1}(t_1)P_0 + W_{N-1}^{N-1}(t_1)P_{N-1}\right) \\ ... \\ P_{N-2} - \left(W_0^{N-1}(t_{N-2})P_0 + W_{N-1}^{N-1}(t_{N-2})P_{N-1}\right) \end{bmatrix} \tag{6}$$

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 $\overrightarrow{C_i} \in \mathbb{R}^{D_o}$. Control points indices are ordered as follow (for an example BBody with $D_i = 3$): (0,0,0),(0,0,1),...,(0,0,O+1),(0,1,0),(0,1,1),...
Note that if D_i is equal to 1, a BBody is equivalent to a BCurve.
The function $\overrightarrow{A}() : [0.0, 1.0]^{D_i} \mapsto \mathbb{R}^{D_o}$ associated to the BBody A is defined by:

$$\overrightarrow{A}(\overrightarrow{u}) = \overrightarrow{R_A}(\overrightarrow{0}, \overrightarrow{u}, 0) \tag{7}$$

where

$$\begin{cases} \overrightarrow{R_A}(\overrightarrow{c}, \overrightarrow{u}, d) = \overrightarrow{B_{\{\overrightarrow{C}_{I(\overrightarrow{c},d)}\}}}(u_d) & \text{if } d = D_i - 1 \\ \overrightarrow{R_A}(\overrightarrow{c}, \overrightarrow{u}, d) = \overrightarrow{B_{\{\overrightarrow{R_S}(\{\overrightarrow{c}\}_d, \overrightarrow{u}, d+1)\}}}(u_d) & \text{if } d \neq D_i - 1 \end{cases} \tag{8}$$

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

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

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

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

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 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 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);

// 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 fist 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 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 BBodyRotateOrigin(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 BBodyRotateCenter(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 BBodyRotateStart(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 BBodyRotateXOrigin(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 BBodyRotateXCenter(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 BBodyRotateXStart(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 BBodyRotateYOrigin(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 BBodyRotateYCenter(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 BBodyRotateYStart(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 BBodyRotateZOrigin(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 BBodyRotateZCenter(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 BBodyRotateZStart(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) {
#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
    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 || VecDim((*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) {
#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 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) {
#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(%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) {
#if 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) {
#if 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 = VecDim((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 - PBMATH_EPSILON || t > 1.0 + PBMATH_EPSILON) {
    BCurveErr->_type = PBErrTypeInvalidArg;
    sprintf(BCurveErr->_msg, "'t' is invalid (0.0<=%f<=1.0)", t);
    PBErrCatch(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 BUILDMODE == 0
  if (that == NULL) {
    BCurveErr->_type = PBErrTypeNullPointer;
    sprintf(BCurveErr->_msg, "'that' is null");
    PBErrCatch(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) {
#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);
  }
  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) {
#if BUILDMODE == 0
  if (that == NULL) {
    BCurveErr->_type = PBErrTypeNullPointer;
    sprintf(BCurveErr->_msg, "'that' is null");
    PBErrCatch(BCurveErr);
  }
#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 || VecDim(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) {
#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(%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) {
#if 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) {
#if 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) {
#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*)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 BBody of order 'order' and dimension 'dim'
// Controls are initialized with null vectors
BBody* BBodyCreate(int order, VecShort2D* dim) {
#if 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) {
#if 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 (VecDim(u) != VecGet(&(that->_dim), 0)) {
    BCurveErr->_type = PBErrTypeInvalidArg;
    sprintf(BCurveErr->_msg, "Dimension of 'u' is invalid (%d=%d)",
```

```
      VecDim(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, 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 overwritting 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 ||
    VecDim(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 ||
      VecDim((*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) {
#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 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 = PBErrTypeNullPointer;
    sprintf(BCurveErr->_msg, "'that' is null");
    PBErrCatch(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 = 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 > that->_order) {
    BCurveErr->_type = PBErrTypeInvalidArg;
    sprintf(BCurveErr->_msg, "'iCtrl' is invalid (0<=%d<%d)",
      iCtrl, that->_order);
    PBErrCatch(BCurveErr);
  }
  if (VecDim(v) != BCurveGetDim(that)) {
    BCurveErr->_type = PBErrTypeInvalidArg;
    sprintf(BCurveErr->_msg, "'v' 's dimension is invalid (%d<%d)",
      VecDim(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 (VecDim(v) != BCurveGetDim(that)) {
    BCurveErr->_type = PBErrTypeInvalidArg;
    sprintf(BCurveErr->_msg, "Dimension of 'v' is invalid (%d=%d)",
      VecDim(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 < VecDim(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 (VecDim(v) != BCurveGetDim(that)) {
    BCurveErr->_type = PBErrTypeInvalidArg;
    sprintf(BCurveErr->_msg, "Dimension of 'v' is invalid (%d=%d)",
      VecDim(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 < VecDim(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);
  }
#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
    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 (VecDim(v) != BCurveGetDim(that)) {
    BCurveErr->_type = PBErrTypeInvalidArg;
    sprintf(BCurveErr->_msg, "Dimension of 'v' is invalid (%d=%d)",
      VecDim(v), BCurveGetDim(that));
    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
    for (int dim = 0; dim < VecDim(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 (VecDim(v) != BCurveGetDim(that)) {
    BCurveErr->_type = PBErrTypeInvalidArg;
    sprintf(BCurveErr->_msg, "Dimension of 'v' is invalid (%d=%d)",
      VecDim(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);
  }
  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 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
  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);
}

// 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;
    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
  // 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 (VecDim(v) != SCurveGetDim(that)) {
    BCurveErr->_type = PBErrTypeNullPointer;
    sprintf(BCurveErr->_msg, "'v' 's dimension is invalid (%d=%d)",
      VecDim(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);
  }
  if (VecDim(v) != SCurveGetDim(that)) {
    BCurveErr->_type = PBErrTypeNullPointer;
    sprintf(BCurveErr->_msg, "'v' 's dimension is invalid (%d=%d)",
      VecDim(v), SCurveGetDim(that));
    PBErrCatch(BCurveErr);
  }
#endif
  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);
    // 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(&(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");
    PBErrCatch(BCurveErr);
  }
  if (VecDim(v) != SCurveGetDim(that)) {
    BCurveErr->_type = PBErrTypeInvalidArg;
    sprintf(BCurveErr->_msg, "Dimension of 'v' is invalid (%d=%d)",
      VecDim(v), SCurveGetDim(that));
    PBErrCatch(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");
    PBErrCatch(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");
    PBErrCatch(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 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 (VecDim(iCtrl) != VecGet(&(that->_dim), 0)) {
    BCurveErr->_type = PBErrTypeInvalidArg;
    sprintf(BCurveErr->_msg, "Dimension of 'iCtrl' is invalid (%d=%d)",
      VecDim(iCtrl), VecGet(&(that->_dim), 0));
    PBErrCatch(BCurveErr);
  }
  if (VecDim(v) != VecGet(&(that->_dim), 1)) {
    BCurveErr->_type = PBErrTypeInvalidArg;
    sprintf(BCurveErr->_msg, "Dimension of 'v' is invalid (%d=%d)",
      VecDim(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 (VecDim(iCtrl) != VecGet(&(that->_dim), 0)) {
    BCurveErr->_type = PBErrTypeInvalidArg;
    sprintf(BCurveErr->_msg, "Dimension of 'iCtrl' is invalid (%d=%d)",
      VecDim(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 (VecDim(iCtrl) != VecGet(&(that->_dim), 0)) {
    BCurveErr->_type = PBErrTypeInvalidArg;
    sprintf(BCurveErr->_msg, "Dimension of 'iCtrl' is invalid (%d=%d)",
      VecDim(iCtrl), VecGet(&(that->_dim), 0));
    PBErrCatch(BCurveErr);
  }
#endif
  for (int iDim = VecDim(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 = VecDim(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 = PBErrTypeNullPointer;
    sprintf(BCurveErr->_msg, "'that' is null");
    PBErrCatch(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 = PBErrTypeNullPointer;
    sprintf(BCurveErr->_msg, "'that' is null");
    PBErrCatch(BCurveErr);
  }
  if (v == NULL) {
    BCurveErr->_type = PBErrTypeNullPointer;
    sprintf(BCurveErr->_msg, "'v' is null");
    PBErrCatch(BCurveErr);
  }
  if (VecDim(v) != VecGet(BBodyDim(that), 1)) {
    BCurveErr->_type = PBErrTypeInvalidArg;
    sprintf(BCurveErr->_msg, "Dimension of 'v' is invalid (%d=%d)",
      VecDim(v), VecGet(BBodyDim(that), 1));
    PBErrCatch(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 = PBErrTypeNullPointer;
    sprintf(BCurveErr->_msg, "'that' is null");
    PBErrCatch(BCurveErr);
  }
  if (v == NULL) {
    BCurveErr->_type = PBErrTypeNullPointer;
    sprintf(BCurveErr->_msg, "'v' is null");
    PBErrCatch(BCurveErr);
  }
  if (VecDim(v) != VecGet(BBodyDim(that), 1)) {
    BCurveErr->_type = PBErrTypeInvalidArg;
    sprintf(BCurveErr->_msg, "Dimension of 'v' is invalid (%d=%d)",
      VecDim(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 < VecDim(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 (VecDim(v) != VecGet(BBodyDim(that), 1)) {
    BCurveErr->_type = PBErrTypeInvalidArg;
    sprintf(BCurveErr->_msg, "Dimension of 'v' is invalid (%d=%d)",
      VecDim(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 < VecDim(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 (VecDim(v) != VecGet(BBodyDim(that), 1)) {
    BCurveErr->_type = PBErrTypeInvalidArg;
    sprintf(BCurveErr->_msg, "Dimension of 'v' is invalid (%d=%d)",
      VecDim(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 < VecDim(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 = PBErrTypeNullPointer;
    sprintf(BCurveErr->_msg, "'that' is null");
    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
    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 BBodyRotateOrigin(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
  // 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 BBodyRotateCenter(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 BBodyRotateStart(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 BBodyRotateXOrigin(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
    VecRotAxisX((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 BBodyRotateXCenter(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
    VecRotAxisX((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 BBodyRotateXStart(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
    VecRotAxisX((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 BBodyRotateYOrigin(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
    VecRotAxisY((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 BBodyRotateYCenter(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
    VecRotAxisY((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 BBodyRotateYStart(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
    VecRotAxisY((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 BBodyRotateZOrigin(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
    VecRotAxisZ((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 BBodyRotateZCenter(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
    VecRotAxisZ((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 BBodyRotateZStart(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
    VecRotAxisZ((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(&(curve->_ctrl));
  GSetIterForward iterLoad =
    GSetIterForwardCreateStatic(&(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);
  for (int iCtrl = SCurveGetNbCtrl(curve); iCtrl--;) {
    for (int iDim = dim; iDim--;)
      VecSet(v, iDim, iCtrl * dim + iDim);
    SCurveSetCtrl(curve, iCtrl, v);
  }
  GSetIterForward iter = GSetIterForwardCreateStatic(&(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");
      PBErrCatch(BCurveErr);
    }
    ctrl = SCurveGetCtrl(curve, iCtrl);
    if (VecIsEqual(ctrl, v) == false) {
      BCurveErr->_type = PBErrTypeUnitTestFailed;
      sprintf(BCurveErr->_msg, "SCurveGetCtrl failed");
      PBErrCatch(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");
      PBErrCatch(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");
        PBErrCatch(BCurveErr);
      }
      if (BCurveCtrl(SCurveSeg(curve, iSeg), iCtrl) !=
        SCurveCtrl(curve, jCtrl)) {
        BCurveErr->_type = PBErrTypeUnitTestFailed;
        sprintf(BCurveErr->_msg, "SCurveSeg failed");
        PBErrCatch(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");
      PBErrCatch(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");
        PBErrCatch(BCurveErr);
      }
      if (BCurveCtrl(SCurveSeg(curve, iSeg), iCtrl) !=
        SCurveCtrl(curve, jCtrl)) {
        BCurveErr->_type = PBErrTypeUnitTestFailed;
        sprintf(BCurveErr->_msg, "SCurveSeg failed");
        PBErrCatch(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");
      PBErrCatch(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");
        PBErrCatch(BCurveErr);
      }
      if (BCurveCtrl(SCurveSeg(curve, iSeg), iCtrl) !=
        SCurveCtrl(curve, jCtrl)) {
        BCurveErr->_type = PBErrTypeUnitTestFailed;
        sprintf(BCurveErr->_msg, "SCurveSeg failed");
        PBErrCatch(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 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;
  BBodyRotateXCenter(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, "BBodyRotateXCenter failed");
      PBErrCatch(BCurveErr);
    }
  }
```

```
BBodyRotateXOrigin(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, "BBodyRotateXOrigin failed");
    PBErrCatch(BCurveErr);
  }
}
BBodyRotateXStart(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, "BBodyRotateXStart failed");
    PBErrCatch(BCurveErr);
  }
}
BBodyRotateYCenter(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, "BBodyRotateYCenter failed");
    PBErrCatch(BCurveErr);
  }
}
BBodyRotateYOrigin(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, "BBodyRotateYOrigin failed");
    PBErrCatch(BCurveErr);
  }
}
BBodyRotateYStart(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, "BBodyRotateYStart failed");
    PBErrCatch(BCurveErr);
  }
}
BBodyRotateZCenter(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, "BBodyRotateZCenter failed");
    PBErrCatch(BCurveErr);
  }
}
BBodyRotateZOrigin(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, "BBodyRotateZOrigin failed");
    PBErrCatch(BCurveErr);
  }
}
BBodyRotateZStart(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, "BBodyRotateZStart failed");
    PBErrCatch(BCurveErr);
  }
}
VecFloat3D axis = VecFloatCreateStatic3D();
VecSet(&axis, 0, 1.0); VecSet(&axis, 1, 1.0); VecSet(&axis, 2, 1.0);
VecNormalise(&axis);
BBodyRotateCenter(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, "BBodyRotateCenter failed");
    PBErrCatch(BCurveErr);
  }
}
BBodyRotateOrigin(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, "BBodyRotateOrigin failed");
      PBErrCatch(BCurveErr);
    }
  }
  BBodyRotateStart(surf, &axis, theta);
  float checkl[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(checkl[3 * iCtrl], surf->_ctrl[iCtrl]->_val[0]) ==
      false ||
      ISEQUALF(checkl[3 * iCtrl + 1], surf->_ctrl[iCtrl]->_val[1]) ==
      false ||
      ISEQUALF(checkl[3 * iCtrl + 2], surf->_ctrl[iCtrl]->_val[2]) ==
      false) {
      BCurveErr->_type = PBErrTypeUnitTestFailed;
      sprintf(BCurveErr->_msg, "BBodyRotateStart 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();
  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
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
```