BCurve

P. Baillehache

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Contents

Introduction

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

It offers function to create, clone, load, save and modify a curve, to print it, to scale, rotate (in 2D) or translate it, to get its approximate length (sum of distance between control points), to create a BCurve connecting points of a point cloud, to get the weights (coefficients of each control point given the value of the parameter of the curve), and to get the bounding box.

The library also includes a SCurve structure which is a set of BCurve (called segments) continuously connected and has the same interface as for

a BCurve, plus function to add and remove segments.

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:

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

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 BCurveScaleOrigin(T, C) _Generic((C), \
  VecFloat*: BCurveScaleOriginVector, \
  float: BCurveScaleOriginScalar, \
  default: PBErrInvalidPolymorphism)(T, C)

#define BCurveScaleStart(T, C) _Generic((C), \
  VecFloat*: BCurveScaleStartVector, \
  float: BCurveScaleStartScalar, \
```

```
  default: PBErrInvalidPolymorphism)(T, C)

#define BCurveScaleCenter(T, C) _Generic((C), \
  VecFloat*: BCurveScaleCenterVector, \
  float: BCurveScaleCenterScalar, \
  default: PBErrInvalidPolymorphism)(T, C)

#define SCurveScaleOrigin(T, C) _Generic((C), \
  VecFloat*: SCurveScaleOriginVector, \
  float: SCurveScaleOriginScalar, \
  default: PBErrInvalidPolymorphism)(T, C)

#define SCurveScaleStart(T, C) _Generic((C), \
  VecFloat*: SCurveScaleStartVector, \
  float: SCurveScaleStartScalar, \
  default: PBErrInvalidPolymorphism)(T, C)

#define SCurveScaleCenter(T, C) _Generic((C), \
  VecFloat*: SCurveScaleCenterVector, \
  float: SCurveScaleCenterScalar, \
  default: PBErrInvalidPolymorphism)(T, C)

// ================= 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 BSurf {
  // Order
  int _order;
  // Dimensions (input/output)
  VecShort *_dim;
  // ((_order + 1) ^ _dim[0]) control points of the surface
  VecFloat **_ctrl;
} BSurf;*/

// ================ 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' (in [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' (in [0.0, _nbSeg])
// The value is equal to the value of the floor(u)-th segment at
// value (u - floor(u))
#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);

// ================ 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 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' (in [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);
  }
  if (u < 0.0 - PBMATH_EPSILON || u > 1.0 + PBMATH_EPSILON) {
    BCurveErr->_type = PBErrTypeInvalidArg;
    sprintf(BCurveErr->_msg, "'u' is invalid (0.0<=%f<=1.0)", u);
    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--;) {
    // For each control point
    for (int iCtrl = that->_order + 1; iCtrl--;) {
      // If it's the first control point in this dimension
      if (iCtrl == that->_order) {
        // Initialise the bounding box
        VecSet(res->_s._pos, iDim, VecGet(that->_ctrl[iCtrl], iDim));
        VecSet(res->_s._axis[iDim], iDim,
          VecGet(that->_ctrl[iCtrl], iDim));
      // Else, it's not the first control point in this dimension
      } else {
        // 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);
  }
#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;
}
```

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);
  }
#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);
  }
#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);
  }
#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);
  }
#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);
  }
#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' (in [0.0, _nbSeg])
// The value is equal to the value of the floor(u)-th segment at
// value (u - floor(u))
#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);
  }
  if (u < 0.0 - PBMATH_EPSILON ||
    u > (float)(that->_nbSeg) + PBMATH_EPSILON) {
    BCurveErr->_type = PBErrTypeInvalidArg;
    sprintf(BCurveErr->_msg, "'u' is invalid (0.0<=%f<=%d.0)",
      u, that->_nbSeg);
    PBErrCatch(BCurveErr);
  }
#endif
  // Get the segment the corresponding to 'u'
  int iSeg = (int)floor(u);
  // Get the value of 'u' in this segment
  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);
}
```

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 UnitTestAll() {
  UnitTestBCurve();
  UnitTestSCurve();
  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
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
```