```
LTBezier
 + length
 - a
  - aa
 bb
 - cc
 - len

    arcLengths

 + LTBezier()
 + point()

    map()

 - bezierPoint()
          -beziers
  LTBezierPath
+ pts
+ length
+ orientToPath
+ orientToPath2d

    distance

    lengthRatio

    currentBezier

    previousBezier

+ LTBezierPath()
+ LTBezierPath()
+ setPoints()
+ point()
+ place2d()
+ placeLocal2d()
+ place()
+ place()
+ placeLocal()
+ placeLocal()
+ gizmoDraw()
+ ratioAtPoint()
```