Namespace NaughtyBezierCurves

Classes

BezierCurve3D

BezierPoint3D

Enums

BezierPoint3D.HandleType

Class BezierCurve3D

Namespace: NaughtyBezierCurves

Assembly: NaughtyBezierCurves.Core.dll

```
public class BezierCurve3D : MonoBehaviour
```

Inheritance

object ← Object ← Component ← Behaviour ← MonoBehaviour ← BezierCurve3D

Inherited Members

MonoBehaviour.IsInvoking() , MonoBehaviour.CancelInvoke() , MonoBehaviour.Invoke(string, float) , MonoBehaviour.InvokeRepeating(string, float, float) , MonoBehaviour.CancelInvoke(string) , MonoBehaviour.IsInvoking(string) , MonoBehaviour.StartCoroutine(string) , MonoBehaviour.StartCoroutine(string, object) , MonoBehaviour.StartCoroutine(IEnumerator) , MonoBehaviour.StartCoroutine_Auto(IEnumerator) , MonoBehaviour.StopCoroutine(IEnumerator) , MonoBehaviour.StopCoroutine(Coroutine) , MonoBehaviour.StopCoroutine(string) , MonoBehaviour.StopAllCoroutines() , MonoBehaviour.print(object) , MonoBehaviour.useGUILayout , MonoBehaviour.runInEditMode , Behaviour.enabled , Behaviour.isActiveAndEnabled , Component.GetComponent(Type) , Component.GetComponent<T>() , Component.TryGetComponent(Type, out Component) , Component.TryGetComponent<T>(out T) , Component.GetComponent(string) , Component.GetComponentInChildren(Type, bool) , Component.GetComponentInChildren(Type) , Component.GetComponentInChildren<T>(bool) , Component.GetComponentInChildren<T>() , Component.GetComponentsInChildren(Type, bool) , Component.GetComponentsInChildren(Type) , Component.GetComponentsInChildren<T>(bool) , Component.GetComponentsInChildren<T>(bool, List<T>) , Component.GetComponentsInChildren<T>() , Component.GetComponentsInChildren<T>(List<T>) , Component.GetComponentInParent(Type, bool) , Component.GetComponentInParent(Type) , Component.GetComponentInParent<T>(bool) , Component.GetComponentInParent<T>() , Component.GetComponentsInParent(Type, bool) , Component.GetComponentsInParent(Type) , Component.GetComponentsInParent<T>(bool) , Component.GetComponentsInParent<T>(bool, List<T>) , Component.GetComponentsInParent<T>() , Component.GetComponents(Type) , Component.GetComponents(Type, List<Component>) , Component.GetComponents<T>(List<T>) , Component.GetComponents<T>() , Component.CompareTag(string) , Component.SendMessageUpwards(string, object, SendMessageOptions) , Component.SendMessageUpwards(string, object) , Component.SendMessageUpwards(string) , Component.SendMessageUpwards(string, SendMessageOptions) , Component.SendMessage(string, object) , Component.SendMessage(string) ,

Component.SendMessage(string, object, SendMessageOptions) ,
Component.SendMessage(string, SendMessageOptions) ,
Component.BroadcastMessage(string, object, SendMessageOptions) ,
Component.BroadcastMessage(string, object) , Component.BroadcastMessage(string) ,
Component.BroadcastMessage(string, SendMessageOptions) , Component.transform ,
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() ,
Object.Equals(object) , Object.Instantiate(Object, Vector3, Quaternion) ,
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,
Object.Instantiate(Object, Transform) , Object.Instantiate(Object, Transform, bool) ,
Object.Instantiate<T>(T) , Object.Instantiate<T>(T, Vector3, Quaternion) ,
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,
Object.Instantiate<T>(T, Transform, bool) , Object.Destroy(Object, float) , Object.Destroy(Object) ,
Object.DestroyImmediate(Object, bool) , Object.DestroyImmediate(Object) ,
Object.FindObjectsOfType(Type) , Object.FindObjectsOfType(Type, bool) ,
Object.FindObjectsByType(Type, FindObjectsSortMode) ,
Object.FindObjectsByType(Type, FindObjectsInactive, FindObjectsSortMode) ,
Object.DontDestroyOnLoad(Object) , Object.DestroyObject(Object, float) ,
Object.DestroyObject(Object) , Object.FindSceneObjectsOfType(Type) ,
Object.FindObjectsOfTypeIncludingAssets(Type) , Object.FindObjectsOfType<T>() ,
Object.FindObjectsByType<T>(FindObjectsSortMode) , Object.FindObjectsOfType<T>(bool) ,
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,
Object.FindObjectOfType<T>() , Object.FindObjectOfType<T>(bool) ,
Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() ,
Object.FindFirstObjectByType<T>(FindObjectsInactive) ,
Object.FindAnyObjectByType<T>(FindObjectsInactive) , Object.FindObjectsOfTypeAll(Type) ,
Object.FindObjectOfType(Type) , Object.FindFirstObjectByType(Type) ,
Object.FindAnyObjectByType(Type) , Object.FindObjectOfType(Type, bool) ,
Object.FindFirstObjectByType(Type, FindObjectsInactive) ,
Object.FindAnyObjectByType(Type, FindObjectsInactive) , Object.ToString() , Object.name ,
Object.hideFlags , object.Equals(object, object) , object.GetType() , object.MemberwiseClone() ,
object.ReferenceEquals(object, object)

Properties

KeyPoints

```
public List<BezierPoint3D> KeyPoints { get; }
```

Property Value

List<BezierPoint3D>

KeyPointsCount

```
public int KeyPointsCount { get; }
```

Property Value

int

Sampling

```
public int Sampling { get; set; }
```

Property Value

int

Methods

AddKeyPoint()

Adds a key point at the end of the curve

```
public BezierPoint3D AddKeyPoint()
```

Returns

BezierPoint3D

The new key point

AddKeyPointAt(int)

Add a key point at a specified index

```
public BezierPoint3D AddKeyPointAt(int index)
```

Parameters

`index` int

The index at which the key point will be added

Returns

BezierPoint3D

The new key point

GetApproximateLength()

```
public float GetApproximateLength()
```

Returns

float

GetApproximateLengthOfCubicCurve(BezierPoint3D, BezierPoint3D, int)

```
public static float GetApproximateLengthOfCubicCurve(BezierPoint3D startPoint, BezierPoint3D
endPoint, int sampling)
```

Parameters

`startPoint` BezierPoint3D

`endPoint` BezierPoint3D

`sampling` int

Returns

float

GetApproximateLengthOfCubicCurve(Vector3, Vector3, Vector3, Vector3, int)

```
public static float GetApproximateLengthOfCubicCurve(Vector3 startPosition, Vector3
endPosition, Vector3 startTangent, Vector3 endTangent, int sampling)
```

Parameters

`startPosition` Vector3

`endPosition` Vector3

`startTangent` Vector3

`endTangent` Vector3

`sampling` int

Returns

float

GetBinormal(float, Vector3)

```
public Vector3 GetBinormal(float time, Vector3 up)
```

Parameters

`time` float

`up` Vector3

Returns

Vector3

GetBinormalOnCubicCurve(float, Vector3, BezierPoint3D, BezierPoint3D)

```
public static Vector3 GetBinormalOnCubicCurve(float time, Vector3 up, BezierPoint3D
startPoint, BezierPoint3D endPoint)
```

Parameters

`time` float

`up` Vector3

`startPoint` BezierPoint3D

`endPoint` BezierPoint3D

Returns

Vector3

GetBinormalOnCubicCurve(float, Vector3, Vector3, Vector3, Vector3, Vector3)

```
public static Vector3 GetBinormalOnCubicCurve(float time, Vector3 up, Vector3 startPosition,
Vector3 endPosition, Vector3 startTangent, Vector3 endTangent)
```

Parameters

`time` float

`up` Vector3

`startPosition` Vector3

`endPosition` Vector3

`startTangent` Vector3

`endTangent` Vector3

Returns

Vector3

GetCubicSegment(float, out BezierPoint3D, out BezierPoint3D, out float)

```
public void GetCubicSegment(float time, out BezierPoint3D startPoint, out BezierPoint3D endPoint, out float timeRelativeToSegment)
```

Parameters

`time` float

`startPoint` BezierPoint3D

`endPoint` BezierPoint3D

`timeRelativeToSegment` float

GetNormal(float, Vector3)

```
public Vector3 GetNormal(float time, Vector3 up)
```

Parameters

`time` float

`up` Vector3

Returns

Vector3

GetNormalOnCubicCurve(float, Vector3, BezierPoint3D, BezierPoint3D)

```
public static Vector3 GetNormalOnCubicCurve(float time, Vector3 up, BezierPoint3D
startPoint, BezierPoint3D endPoint)
```

Parameters

`time` float

`up` Vector3

`startPoint` BezierPoint3D

`endPoint` BezierPoint3D

Returns

Vector3

GetNormalOnCubicCurve(float, Vector3, Vector3, Vector3, Vector3, Vector3)

```
public static Vector3 GetNormalOnCubicCurve(float time, Vector3 up, Vector3 startPosition,
Vector3 endPosition, Vector3 startTangent, Vector3 endTangent)
```

Parameters

`time` float

`up` Vector3

`startPosition` Vector3

`endPosition` Vector3

`startTangent` Vector3

`endTangent` Vector3

Returns

Vector3

GetPoint(float)

Evaluates a position along the curve at a specified normalized time [0, 1]

```
public Vector3 GetPoint(float time)
```

Parameters

`time` float

The normalized length at which we want to get a position [0, 1]

Returns

Vector3

The evaluated Vector3 position

GetPointOnCubicCurve(float, BezierPoint3D, BezierPoint3D)

```
public static Vector3 GetPointOnCubicCurve(float time, BezierPoint3D startPoint,
BezierPoint3D endPoint)
```

Parameters

`time` float

`startPoint` BezierPoint3D

`endPoint` BezierPoint3D

Returns

Vector3

GetPointOnCubicCurve(float, Vector3, Vector3, Vector3, Vector3)

```
public static Vector3 GetPointOnCubicCurve(float time, Vector3 startPosition, Vector3
endPosition, Vector3 startTangent, Vector3 endTangent)
```

Parameters

`time` float

`startPosition` Vector3

`endPosition` Vector3

`startTangent` Vector3

`endTangent` Vector3

Returns

Vector3

GetRotation(float, Vector3)

```
public Quaternion GetRotation(float time, Vector3 up)
```

Parameters

`time` float

`up` Vector3

Returns

Quaternion

GetRotationOnCubicCurve(float, Vector3, BezierPoint3D, BezierPoint3D)

```
public static Quaternion GetRotationOnCubicCurve(float time, Vector3 up, BezierPoint3D
startPoint, BezierPoint3D endPoint)
```

Parameters

`time` float

`up` Vector3

`startPoint` BezierPoint3D

`endPoint` BezierPoint3D

Returns

Quaternion

GetRotationOnCubicCurve(float, Vector3, Vector3, Vector3, Vector3, Vector3)

```
public static Quaternion GetRotationOnCubicCurve(float time, Vector3 up, Vector3
startPosition, Vector3 endPosition, Vector3 startTangent, Vector3 endTangent)
```

Parameters

`time` float

`up` Vector3

`startPosition` Vector3

`endPosition` Vector3

`startTangent` Vector3

`endTangent` Vector3

Returns

Quaternion

GetTangent(float)

```
public Vector3 GetTangent(float time)
```

Parameters

`time` float

Returns

Vector3

GetTangentOnCubicCurve(float, BezierPoint3D, BezierPoint3D)

```
public static Vector3 GetTangentOnCubicCurve(float time, BezierPoint3D startPoint,
BezierPoint3D endPoint)
```

Parameters

`time` float

`startPoint` BezierPoint3D

`endPoint` BezierPoint3D

Returns

Vector3

GetTangentOnCubicCurve(float, Vector3, Vector3, Vector3, Vector3)

```
public static Vector3 GetTangentOnCubicCurve(float time, Vector3 startPosition, Vector3
endPosition, Vector3 startTangent, Vector3 endTangent)
```

Parameters

`time` float

`startPosition` Vector3

`endPosition` Vector3

`startTangent` Vector3

`endTangent` Vector3

Returns

Vector3

OnDrawGizmos()

```
protected virtual void OnDrawGizmos()
```

RemoveKeyPointAt(int)

Removes a key point at a specified index

```
public bool RemoveKeyPointAt(int index)
```

Parameters

`index` int

The index of the key point that will be removed

Returns

bool

true - if the point was removed, false - otherwise

Class BezierPoint3D

Namespace: NaughtyBezierCurves

Assembly: NaughtyBezierCurves.Core.dll

```
public class BezierPoint3D : MonoBehaviour
```

Inheritance

object ← Object ← Component ← Behaviour ← MonoBehaviour ← BezierPoint3D

Inherited Members

MonoBehaviour.IsInvoking() , MonoBehaviour.CancelInvoke() , MonoBehaviour.Invoke(string, float) , MonoBehaviour.InvokeRepeating(string, float, float) , MonoBehaviour.CancelInvoke(string) , MonoBehaviour.IsInvoking(string) , MonoBehaviour.StartCoroutine(string) , MonoBehaviour.StartCoroutine(string, object) , MonoBehaviour.StartCoroutine(IEnumerator) , MonoBehaviour.StartCoroutine_Auto(IEnumerator) , MonoBehaviour.StopCoroutine(IEnumerator) , MonoBehaviour.StopCoroutine(Coroutine) , MonoBehaviour.StopCoroutine(string) , MonoBehaviour.StopAllCoroutines() , MonoBehaviour.print(object) , MonoBehaviour.useGUILayout , MonoBehaviour.runInEditMode , Behaviour.enabled , Behaviour.isActiveAndEnabled , Component.GetComponent(Type) , Component.GetComponent<T>() , Component.TryGetComponent(Type, out Component) , Component.TryGetComponent<T>(out T) , Component.GetComponent(string) , Component.GetComponentInChildren(Type, bool) , Component.GetComponentInChildren(Type) , Component.GetComponentInChildren<T>(bool) , Component.GetComponentInChildren<T>() , Component.GetComponentsInChildren(Type, bool) , Component.GetComponentsInChildren(Type) , Component.GetComponentsInChildren<T>(bool) , Component.GetComponentsInChildren<T>(bool, List<T>) , Component.GetComponentsInChildren<T>() , Component.GetComponentsInChildren<T>(List<T>) , Component.GetComponentInParent(Type, bool) , Component.GetComponentInParent(Type) , Component.GetComponentInParent<T>(bool) , Component.GetComponentInParent<T>() , Component.GetComponentsInParent(Type, bool) , Component.GetComponentsInParent(Type) , Component.GetComponentsInParent<T>(bool) , Component.GetComponentsInParent<T>(bool, List<T>) , Component.GetComponentsInParent<T>() , Component.GetComponents(Type) , Component.GetComponents(Type, List<Component>) , Component.GetComponents<T>(List<T>) , Component.GetComponents<T>() , Component.CompareTag(string) , Component.SendMessageUpwards(string, object, SendMessageOptions) , Component.SendMessageUpwards(string, object) , Component.SendMessageUpwards(string) , Component.SendMessageUpwards(string, SendMessageOptions) , Component.SendMessage(string, object) , Component.SendMessage(string) ,

Component.SendMessage(string, object, SendMessageOptions) ,
Component.SendMessage(string, SendMessageOptions) ,
Component.BroadcastMessage(string, object, SendMessageOptions) ,
Component.BroadcastMessage(string, object) , Component.BroadcastMessage(string) ,
Component.BroadcastMessage(string, SendMessageOptions) , Component.transform ,
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() ,
Object.Equals(object) , Object.Instantiate(Object, Vector3, Quaternion) ,
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,
Object.Instantiate(Object, Transform) , Object.Instantiate(Object, Transform, bool) ,
Object.Instantiate<T>(T) , Object.Instantiate<T>(T, Vector3, Quaternion) ,
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,
Object.Instantiate<T>(T, Transform, bool) , Object.Destroy(Object, float) , Object.Destroy(Object) ,
Object.DestroyImmediate(Object, bool) , Object.DestroyImmediate(Object) ,
Object.FindObjectsOfType(Type) , Object.FindObjectsOfType(Type, bool) ,
Object.FindObjectsByType(Type, FindObjectsSortMode) ,
Object.FindObjectsByType(Type, FindObjectsInactive, FindObjectsSortMode) ,
Object.DontDestroyOnLoad(Object) , Object.DestroyObject(Object, float) ,
Object.DestroyObject(Object) , Object.FindSceneObjectsOfType(Type) ,
Object.FindObjectsOfTypeIncludingAssets(Type) , Object.FindObjectsOfType<T>() ,
Object.FindObjectsByType<T>(FindObjectsSortMode) , Object.FindObjectsOfType<T>(bool) ,
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,
Object.FindObjectOfType<T>() , Object.FindObjectOfType<T>(bool) ,
Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() ,
Object.FindFirstObjectByType<T>(FindObjectsInactive) ,
Object.FindAnyObjectByType<T>(FindObjectsInactive) , Object.FindObjectsOfTypeAll(Type) ,
Object.FindObjectOfType(Type) , Object.FindFirstObjectByType(Type) ,
Object.FindAnyObjectByType(Type) , Object.FindObjectOfType(Type, bool) ,
Object.FindFirstObjectByType(Type, FindObjectsInactive) ,
Object.FindAnyObjectByType(Type, FindObjectsInactive) , Object.ToString() , Object.name ,
Object.hideFlags , object.Equals(object, object) , object.GetType() , object.MemberwiseClone() ,
object.ReferenceEquals(object, object)

Properties

Curve

Gets or sets the curve that the point belongs to.

```
public BezierCurve3D Curve { get; set; }
```

Property Value

BezierCurve3D

HandleStyle

Gets or sets the type/style of the handle.

```
public BezierPoint3D.HandleType HandleStyle { get; set; }
```

Property Value

BezierPoint3D.HandleType

LeftHandleLocalPosition

Gets or sets the local position of the left handle. If the HandleStyle is Connected, the local position of the right handle is automaticaly set.

```
public Vector3 LeftHandleLocalPosition { get; set; }
```

Property Value

Vector3

LeftHandlePosition

Gets or sets the position of the left handle. If the HandleStyle is Connected, the position of the right handle is automaticaly set.

```
public Vector3 LeftHandlePosition { get; set; }
```

Property Value

Vector3

LocalPosition

Gets or sets the position of the transform.

```
public Vector3 LocalPosition { get; set; }
```

Property Value

Vector3

Position

Gets or sets the position of the transform.

```
public Vector3 Position { get; set; }
```

Property Value

Vector3

RightHandleLocalPosition

Gets or sets the local position of the right handle. If the HandleType is Connected, the local position of the left handle is automaticaly set.

```
public Vector3 RightHandleLocalPosition { get; set; }
```

Property Value

Vector3

RightHandlePosition

Gets or sets the position of the right handle. If the HandleType is Connected, the position of the left handle is automaticaly set.

```
public Vector3 RightHandlePosition { get; set; }
```

Property Value

Vector3

Enum BezierPoint3D.HandleType

Namespace: NaughtyBezierCurves

Assembly: NaughtyBezierCurves.Core.dll

```
public enum BezierPoint3D.HandleType
```

Fields

`Broken = 1`

`Connected = 0`

Namespace NaughtyBezierCurves.Editor

Classes

BezierCurve3DEditor

BezierPoint3DEditor

Class BezierCurve3DEditor

Namespace: NaughtyBezierCurves.Editor

Assembly: NaughtyBezierCurves.Editor.dll

```
[CustomEditor(typeof(BezierCurve3D))]
[CanEditMultipleObjects]
public class BezierCurve3DEditor : Editor
```

Inheritance

object ← Object ← ScriptableObject ← Editor ← BezierCurve3DEditor

Inherited Members

Editor.CreateEditorWithContext(Object[], Object, Type) ,
Editor.CreateEditorWithContext(Object[], Object) ,
Editor.CreateCachedEditorWithContext(Object, Object, Type, ref Editor) ,
Editor.CreateCachedEditorWithContext(Object[], Object, Type, ref Editor) ,
Editor.CreateCachedEditor(Object, Type, ref Editor) ,
Editor.CreateCachedEditor(Object[], Type, ref Editor) , Editor.CreateEditor(Object) ,
Editor.CreateEditor(Object, Type) , Editor.CreateEditor(Object[]) , Editor.CreateEditor(Object[], Type) ,
Editor.DrawPropertiesExcluding(SerializedObject, params string[]) , Editor.DrawDefaultInspector() ,
Editor.Repaint() , Editor.CreateInspectorGUI() , Editor.RequiresConstantRepaint() , Editor.DrawHeader() ,
Editor.OnHeaderGUI() , Editor.ShouldHideOpenButton() ,
Editor.DrawFoldoutInspector(Object, ref Editor) , Editor.HasPreviewGUI() , Editor.GetPreviewTitle() ,
Editor.RenderStaticPreview(string, Object[], int, int) , Editor.OnPreviewGUI(Rect, GUIStyle) ,
Editor.OnInteractivePreviewGUI(Rect, GUIStyle) , Editor.OnPreviewSettings() , Editor.GetInfoString() ,
Editor.DrawPreview(Rect) , Editor.ReloadPreviewInstances() , Editor.UseDefaultMargins() ,
Editor.MoveNextTarget() , Editor.ResetTarget() , Editor.target , Editor.targets , Editor.serializedObject ,
Editor.finishedDefaultHeaderGUI , ScriptableObject.SetDirty() , ScriptableObject.CreateInstance(string) ,
ScriptableObject.CreateInstance(Type) , ScriptableObject.CreateInstance<T>() , Object.GetInstanceID() ,
Object.GetHashCode() , Object.Equals(object) , Object.Instantiate(Object, Vector3, Quaternion) ,
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,
Object.Instantiate(Object, Transform) , Object.Instantiate(Object, Transform, bool) ,
Object.Instantiate<T>(T) , Object.Instantiate<T>(T, Vector3, Quaternion) ,
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,
Object.Instantiate<T>(T, Transform, bool) , Object.Destroy(Object, float) , Object.Destroy(Object) ,
Object.DestroyImmediate(Object, bool) , Object.DestroyImmediate(Object) ,
Object.FindObjectsOfType(Type) , Object.FindObjectsOfType(Type, bool) ,
Object.FindObjectsByType(Type, FindObjectsSortMode) ,

Object.FindObjectsByType(Type, FindObjectsInactive, FindObjectsSortMode) ,
Object.DontDestroyOnLoad(Object) , Object.DestroyObject(Object, float) ,
Object.DestroyObject(Object) , Object.FindSceneObjectsOfType(Type) ,
Object.FindObjectsOfTypeIncludingAssets(Type) , Object.FindObjectsOfType<T>() ,
Object.FindObjectsByType<T>(FindObjectsSortMode) , Object.FindObjectsOfType<T>(bool) ,
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,
Object.FindObjectOfType<T>() , Object.FindObjectOfType<T>(bool) ,
Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() ,
Object.FindFirstObjectByType<T>(FindObjectsInactive) ,
Object.FindAnyObjectByType<T>(FindObjectsInactive) , Object.FindObjectsOfTypeAll(Type) ,
Object.FindObjectOfType(Type) , Object.FindFirstObjectByType(Type) ,
Object.FindAnyObjectByType(Type) , Object.FindObjectOfType(Type, bool) ,
Object.FindFirstObjectByType(Type, FindObjectsInactive) ,
Object.FindAnyObjectByType(Type, FindObjectsInactive) , Object.ToString() , Object.name ,
Object.hideFlags , object.Equals(object, object) , object.GetType() , object.MemberwiseClone() ,
object.ReferenceEquals(object, object)

Methods

DrawPointsSceneGUI(BezierCurve3D, BezierPoint3D)

```
public static void DrawPointsSceneGUI(BezierCurve3D curve, BezierPoint3D exclude = null)
```

Parameters

`curve` BezierCurve3D

`exclude` BezierPoint3D

OnEnable()

```
protected virtual void OnEnable()
```

OnInspectorGUI()

Implement this function to make a custom inspector.

```
public override void OnInspectorGUI()
```

OnSceneGUI()

```
protected virtual void OnSceneGUI()
```

Class BezierPoint3DEditor

Namespace: NaughtyBezierCurves.Editor

Assembly: NaughtyBezierCurves.Editor.dll

```
[CustomEditor(typeof(BezierPoint3D), true)]
[CanEditMultipleObjects]
public class BezierPoint3DEditor : Editor
```

Inheritance

object ← Object ← ScriptableObject ← Editor ← BezierPoint3DEditor

Inherited Members

Editor.CreateEditorWithContext(Object[], Object, Type) ,
Editor.CreateEditorWithContext(Object[], Object) ,
Editor.CreateCachedEditorWithContext(Object, Object, Type, ref Editor) ,
Editor.CreateCachedEditorWithContext(Object[], Object, Type, ref Editor) ,
Editor.CreateCachedEditor(Object, Type, ref Editor) ,
Editor.CreateCachedEditor(Object[], Type, ref Editor) , Editor.CreateEditor(Object) ,
Editor.CreateEditor(Object, Type) , Editor.CreateEditor(Object[]) , Editor.CreateEditor(Object[], Type) ,
Editor.DrawPropertiesExcluding(SerializedObject, params string[]) , Editor.DrawDefaultInspector() ,
Editor.Repaint() , Editor.CreateInspectorGUI() , Editor.RequiresConstantRepaint() , Editor.DrawHeader() ,
Editor.OnHeaderGUI() , Editor.ShouldHideOpenButton() ,
Editor.DrawFoldoutInspector(Object, ref Editor) , Editor.HasPreviewGUI() , Editor.GetPreviewTitle() ,
Editor.RenderStaticPreview(string, Object[], int, int) , Editor.OnPreviewGUI(Rect, GUIStyle) ,
Editor.OnInteractivePreviewGUI(Rect, GUIStyle) , Editor.OnPreviewSettings() , Editor.GetInfoString() ,
Editor.DrawPreview(Rect) , Editor.ReloadPreviewInstances() , Editor.UseDefaultMargins() ,
Editor.MoveNextTarget() , Editor.ResetTarget() , Editor.target , Editor.targets , Editor.serializedObject ,
Editor.finishedDefaultHeaderGUI , ScriptableObject.SetDirty() , ScriptableObject.CreateInstance(string) ,
ScriptableObject.CreateInstance(Type) , ScriptableObject.CreateInstance<T>() , Object.GetInstanceID() ,
Object.GetHashCode() , Object.Equals(object) , Object.Instantiate(Object, Vector3, Quaternion) ,
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,
Object.Instantiate(Object, Transform) , Object.Instantiate(Object, Transform, bool) ,
Object.Instantiate<T>(T) , Object.Instantiate<T>(T, Vector3, Quaternion) ,
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,
Object.Instantiate<T>(T, Transform, bool) , Object.Destroy(Object, float) , Object.Destroy(Object) ,
Object.DestroyImmediate(Object, bool) , Object.DestroyImmediate(Object) ,
Object.FindObjectsOfType(Type) , Object.FindObjectsOfType(Type, bool) ,
Object.FindObjectsByType(Type, FindObjectsSortMode) ,

Object.FindObjectsByType(Type, FindObjectsInactive, FindObjectsSortMode) ,
Object.DontDestroyOnLoad(Object) , Object.DestroyObject(Object, float) ,
Object.DestroyObject(Object) , Object.FindSceneObjectsOfType(Type) ,
Object.FindObjectsOfTypeIncludingAssets(Type) , Object.FindObjectsOfType<T>() ,
Object.FindObjectsByType<T>(FindObjectsSortMode) , Object.FindObjectsOfType<T>(bool) ,
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,
Object.FindObjectOfType<T>() , Object.FindObjectOfType<T>(bool) ,
Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() ,
Object.FindFirstObjectByType<T>(FindObjectsInactive) ,
Object.FindAnyObjectByType<T>(FindObjectsInactive) , Object.FindObjectsOfTypeAll(Type) ,
Object.FindObjectOfType(Type) , Object.FindFirstObjectByType(Type) ,
Object.FindAnyObjectByType(Type) , Object.FindObjectOfType(Type, bool) ,
Object.FindFirstObjectByType(Type, FindObjectsInactive) ,
Object.FindAnyObjectByType(Type, FindObjectsInactive) , Object.ToString() , Object.name ,
Object.hideFlags , object.Equals(object, object) , object.GetType() , object.MemberwiseClone() ,
object.ReferenceEquals(object, object)

Fields

CircleCapSize

```
public const float CircleCapSize = 0.075
```

Field Value

float

RectangeCapSize

```
public const float RectangeCapSize = 0.1
```

Field Value

float

SphereCapSize

```
public const float SphereCapSize = 0.15
```

Field Value

float

handleCapSize

```
public static float handleCapSize
```

Field Value

float

pointCapSize

```
public static float pointCapSize
```

Field Value

float

Methods

DrawPointSceneGUI(BezierPoint3D)

```
public static void DrawPointSceneGUI(BezierPoint3D point)
```

Parameters

`point` BezierPoint3D

DrawPointSceneGUI(BezierPoint3D, CapFunction, CapFunction)

```
public static void DrawPointSceneGUI(BezierPoint3D point, Handles.CapFunction drawPointFunc,
Handles.CapFunction drawHandleFunc)
```

Parameters

`point` BezierPoint3D

`drawPointFunc` Handles.CapFunction

`drawHandleFunc` Handles.CapFunction

OnEnable()

```
protected virtual void OnEnable()
```

OnInspectorGUI()

Implement this function to make a custom inspector.

```
public override void OnInspectorGUI()
```

OnSceneGUI()

```
protected virtual void OnSceneGUI()
```