

BEZIER ARROW

贝塞尔箭头



# 辅助点

开始锚点

开始控制点

结束锚点

结束控制点

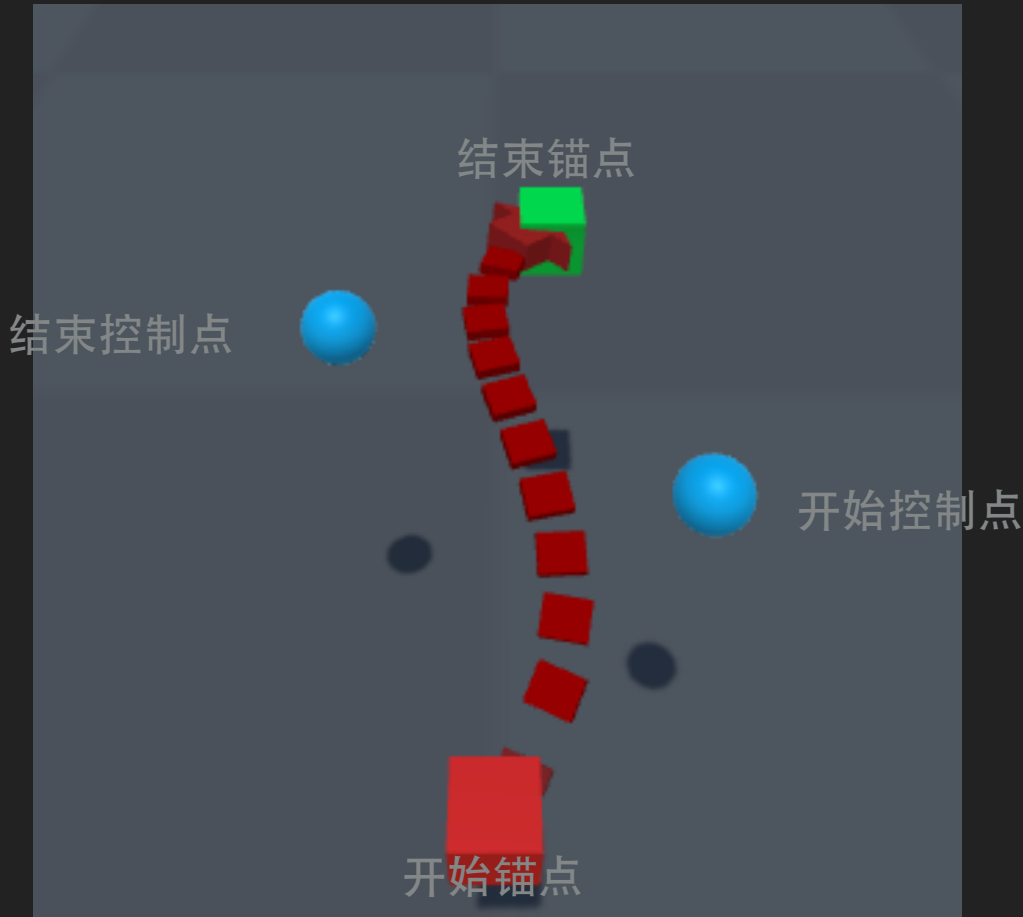
▼ BezierArrow

▼ BeginAnchorPoint

BeginControlPoint

▼ EndAnchorPoint

EndControlPoint



▼ Bezier Arrow (Script)

Script

Is Set

Begin Anchor

Begin Control

End Anchor

End Control

Calculate Control

Begin Control Direction

End Control Direction

Element Arrow

Point Prefab

Container

Size

Gap

Speed

Transition Count

Transition Scale

Reset Center Transition

BezierArrow

☒

BeginAnchorPoint (Transform)

BeginControlPoint (Transform)

EndAnchorPoint (Transform)

EndControlPoint (Transform)

☒

X -0.3 Y 0.45 Z 0.2

X -0.3 Y 0.08 Z 0.5

ElementArrow (Transform)

Point

Points (Transform)

0.5

0.2

0.03

1

☒

☒

# 显示对象

点容器  
箭头  
点预设

▼ BezierArrow

▶ BeginAnchorPoint

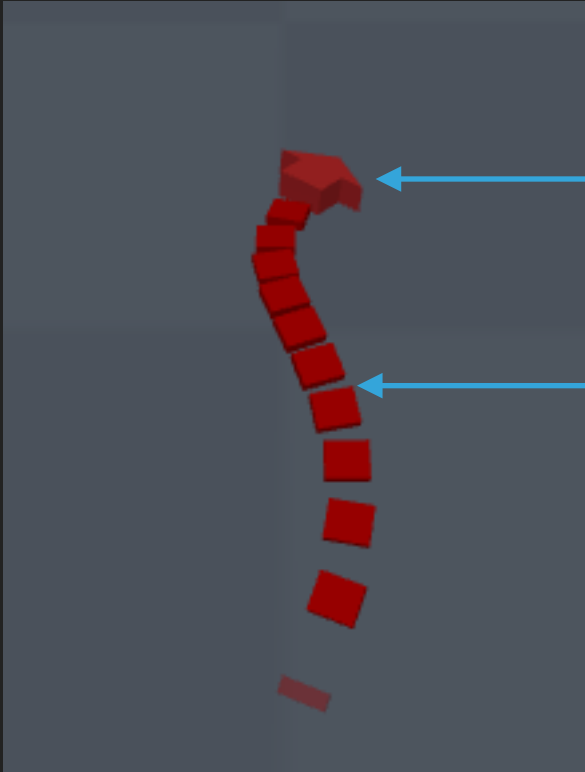
▶ EndAnchorPoint

▼ Display

Points

▶ ElementArrow

▶ Point



箭头  
点

▼ Bezier Arrow (Script)

Script

Is Set

Begin Anchor

Begin Control

End Anchor

End Control

Calculate Control

Begin Control Direction

End Control Direction

Element Arrow

Point Prefab

Container

Size

Gap

Speed

Transition Count

Transition Scale

Reset Center Transition

BezierArrow

☒

BeginAnchorPoint (Transform)

BeginControlPoint (Transform)

EndAnchorPoint (Transform)

EndControlPoint (Transform)

☒

X -0.3 Y 0.45 Z 0.2

X -0.3 Y 0.08 Z 0.5

ElementArrow (Transform)

Point

Points (Transform)

0.5

0.2

0.03

1

☒

☒

# BEZIER ARROW

```
#region bezier point
/** 贝塞尔—开始点—锚点 */
public Transform beginAnchor;
/** 贝塞尔—开始点—控制点 */
public Transform beginControl;

/** 贝塞尔—结束点—锚点 */
public Transform endAnchor;
/** 贝塞尔—结束点—控制点 */
public Transform endControl;

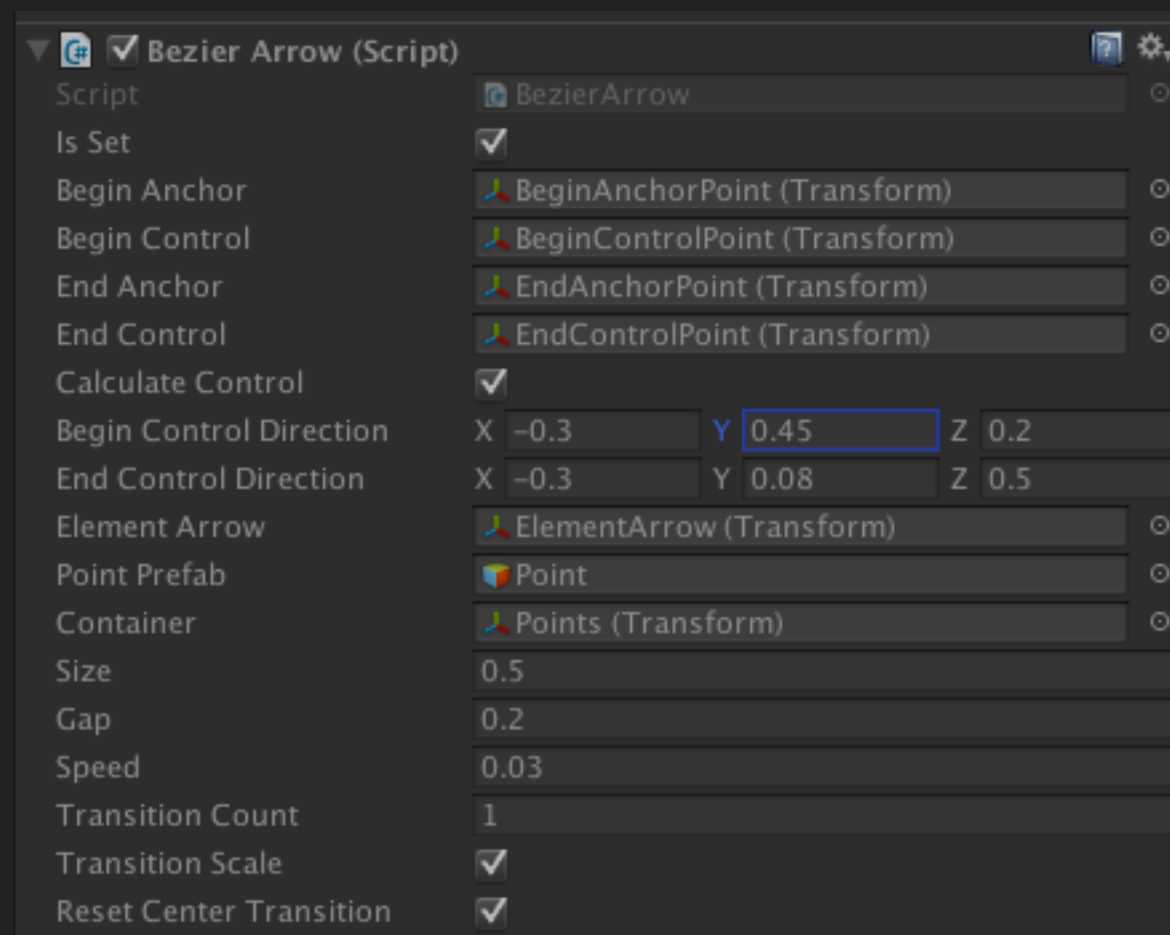
/** 是否计算控制点 */
public bool calculateControl = false;
/** "开始控制点" 相对 "开始锚点" 的偏移方向 */
public Vector3 beginControlDirection = new Vector3(-0.1f, 0.3f, 0.4f);
/** "结束控制点" 相对 "结束锚点" 的偏移方向 */
public Vector3 endControlDirection = new Vector3(0.1f, 0.1f, 0.3f);
#endregion

#region display
/** 显示对象—箭头 */
public Transform elementArrow;
/** 显示对象—点预设 */
public GameObject pointPrefab;
/** 显示对象—点容器 */
public Transform container;
/** 点—大小 */
public float size = 1;
/** 点—排列间距 */
public float gap = 1;

/** 点—传递速度 */
public float speed = 1;
/** 时间偏移 */
private float _offset;

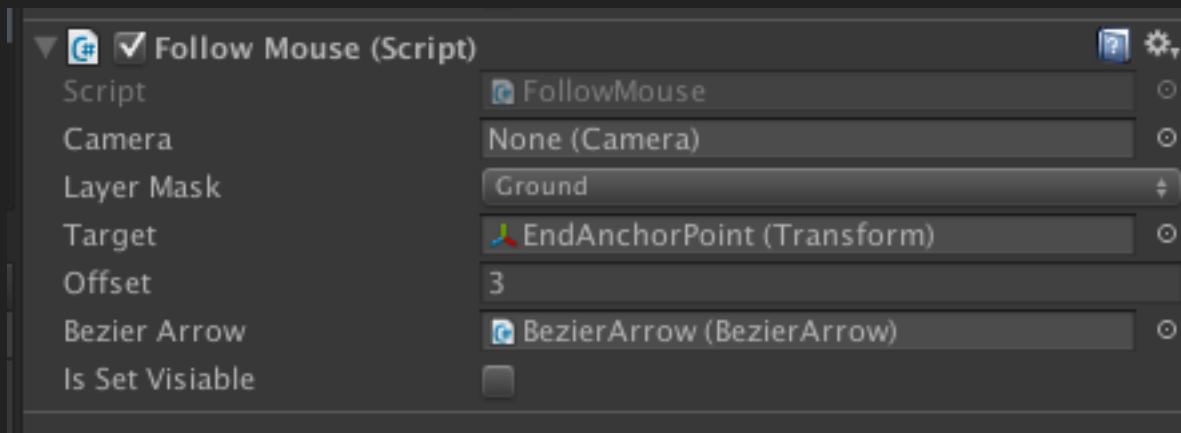
/** 点—没激活的列表 */
private List<Transform> boxUnactionList = new List<Transform>();
/** 点—已激活的列表 */
private List<Transform> boxActionList = new List<Transform>();
#endregion

#region transition
/** 首尾点—过度数量 */
public int transitionCount = 2;
/** 首尾点—过度是否缩放 */
public bool transitionScale = true;
/** 中间点—是否重新设置 */
public bool resetCenterTransition = true;
#endregion
```






# FLOW MOUSE

- ▶ 辅助组件，鼠标控制结束锚点





Rotation	X	0	Y	0	Z	0
Scale	X	1	Y	1	Z	1

▼  ☒ Bezier Arrow (Script)  


Script


BezierArrow

Is Set


☒


Begin Anchor

 BeginAnchorPoint (Transform)





Begin Control

 BeginControlPoint (Transform)





End Anchor

 EndAnchorPoint (Transform)



End Control

 EndControlPoint (Transform)



Calculate Control

☒

Begin Control Direction

X

-0.3

Y

0.52

Z

0.2

End Control Direction

X

-0.3

Y

0

Z

0.5

Element Arrow

 ElementArrow (Transform)



Point Prefab

 Point



Container

 Points (Transform)



Size

0.5

Gap

0.2

Speed

0.03

Transition Count

1

Transition Scale

☒

Reset Center Transition

☒



Rotation	X	0	Y	0	Z	0
Scale	X	1	Y	1	Z	1

▼ **Bezier Arrow (Script)**

Script

BezierArrow

Is Set

☒

Begin Anchor

BeginAnchorPoint (Transform)

Begin Control

BeginControlPoint (Transform)

End Anchor

EndAnchorPoint (Transform)

End Control

EndControlPoint (Transform)

Calculate Control

☒

Begin Control Direction

X 0.8 Y 0.52 Z 0.13

End Control Direction

X -2.74 Y -0.07 Z 0.5

Element Arrow

ElementArrow (Transform)

Point Prefab

Point

Container

Points (Transform)

Size

0.5

Gap

0.2

Speed

0.03

Transition Count

1

Transition Scale

☒

Reset Center Transition

☒

Property	Value
Rotation	X 0 Y 0 Z 0
Scale	X 1 Y 1 Z 1
<b>Bezier Arrow (Script)</b>	
Script	BezierArrow
Is Set	<input checked="" type="checkbox"/>
Begin Anchor	BeginAnchorPoint (Transform)
Begin Control	BeginControlPoint (Transform)
End Anchor	EndAnchorPoint (Transform)
End Control	EndControlPoint (Transform)
Calculate Control	<input checked="" type="checkbox"/>
Begin Control Direction	X 0 Y 0.54 Z 0
End Control Direction	X 0 Y 0.27 Z 0
Element Arrow	ElementArrow (Transform)
Point Prefab	Point
Container	Points (Transform)
Size	0.5
Gap	0.2
Speed	0.03
Transition Count	1
Transition Scale	<input checked="" type="checkbox"/>
Reset Center Transition	<input checked="" type="checkbox"/>
<b>Follow Mouse (Script)</b>	