A graph with dotted lines and dots

Description automatically generated

1. Index of that defines the end of tracking and the start of the blending region
2. Index of that dictates the end of the blending region
3. Degree of the derivative at point

Tomer, in your simulation, just give me numerically by calculating the derivative using the 3 nearest nodes

In c++, we will assume that is a spline, and calculate its derivative accordingly. I already wrote the function that does this.