

Photon.Pun.Demo.SlotRacer.
Utils.BezierCurve.GetDirection



```
graph LR; A[Photon.Pun.Demo.SlotRacer.Utils.BezierCurve.GetDirection] --> B[Photon.Pun.Demo.SlotRacer.Utils.BezierCurve.GetVelocity]; B --> C[Photon.Pun.Demo.SlotRacer.Utils.Bezier.GetFirstDerivative];
```

Photon.Pun.Demo.SlotRacer.
Utils.BezierCurve.GetVelocity

Photon.Pun.Demo.SlotRacer.
Utils.Bezier.GetFirstDerivative