## MonoBehaviour Photon.Pun.Demo.SlotRacer. Utils.BezierSpline + TotalLength + Loop + ControlPointCount + CurveCount + GetControlPoint() + SetControlPoint() + GetControlPointMode() + SetControlPointMode() + GetPoint() + GetVelocity() + GetDirection() + AddCurve() + Reset() + ComputeLengths() + GetPositionAtDistance() +spline Photon.Pun.Demo.SlotRacer. Utils.SplineWalker + Speed + lookForward + reverse + currentDistance + currentClampedDistance + SetPositionOnSpline()

+ ExecutePositioning()