

Spline

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This example illustrates the use of the **MiscUserPath** and **MiscHitPath** classes.

You draw cubic splines by specifying the interpolation points with the mouse. Control-Click starts a new curve, double-click ends the creation of a curve. You can choose between 4 ways of calculating the parametrisation.

The splines can be modified by dragging the knobs in the control points. The command **Save As 3D...** in the **Spline** submenu lets you save the spline as a rotational object in a "wwModel" file. This file can be dropped in a WW3DWell from WavesWorld.