

# Spline

Copyright 1996 Uwe Hoffmann.

This notice may not be removed from this file.

The use and distribution of this software is governed by the terms of the MiscKit license agreement. Refer to the license document included with the MiscKit distribution for the terms.

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.