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Control Point

An arbitrary number of sphere and capsule collision objects can be added to a tree. The transforms of these objects can be accessed via the SpeedTree SDK and fed to a collision detection system.

Select

Next

Selects the next control point on the spline. (*Function*)

Previous

Selects the previous control point on the spline. (*Function*)

To End

Selects all of the subsequent control points until the end of the spline is reached. (*Function*)

Use the ALT key modifier while selecting points to automatically select all subsequent controls points.

Grow

Grows the current selection by two control points per contiguous chain. *(Function)*

Shrink

Shrinks the current selection by two control points per contiguous chain. *(Function)*

Add Control Point

After

Adds a control point equidistant between the selected control point and the next control point. *(Function)*

Before

Adds a control point equidistant between the selected control point and the previous control point. *(Function)*

Transform

Translation: X, Y, & Z

The position of the control point along each axis. *(Float)*

Reset Translation

Sets the control point back to the default position [0, 0, 0]. *(Function)*

Rotation: Axis: X, Y, & Z

The 'X','Y', and 'Z' components of the Rotation: Angle. *(Percentage)*

Rotation: Angle

The amount of rotation around the rotation angle. *(Degrees)*

Reset Rotation

Sets the control point back to the default angle [0, 0, 1, 90]. (*Function*)

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