Chapter 2.
Spline Interface

The spline interface is low-level functionality that models complex curves, surfaces, and surface intersections using B-splines. It contains utilities for construction and manipulation of NURBS curves and surfaces which appear in ACIS as interpolated curves (intcurve class) and spline surfaces (spline class). A spline is a specific subclass of surface.

The spline interface functions form a subset of the Direct Interface (DI) functions. The spline functions are implemented in the Kernel Component (KERN), and have names that begin with the following strings:

bs2_curve* . . . . Operate on 2D B-spline curves.

bs3_curve* . . . . Operate on 3D B-spline curves.

bs3_surface* . . . . Operate on 3D B-spline surfaces.