Adding two Vectors
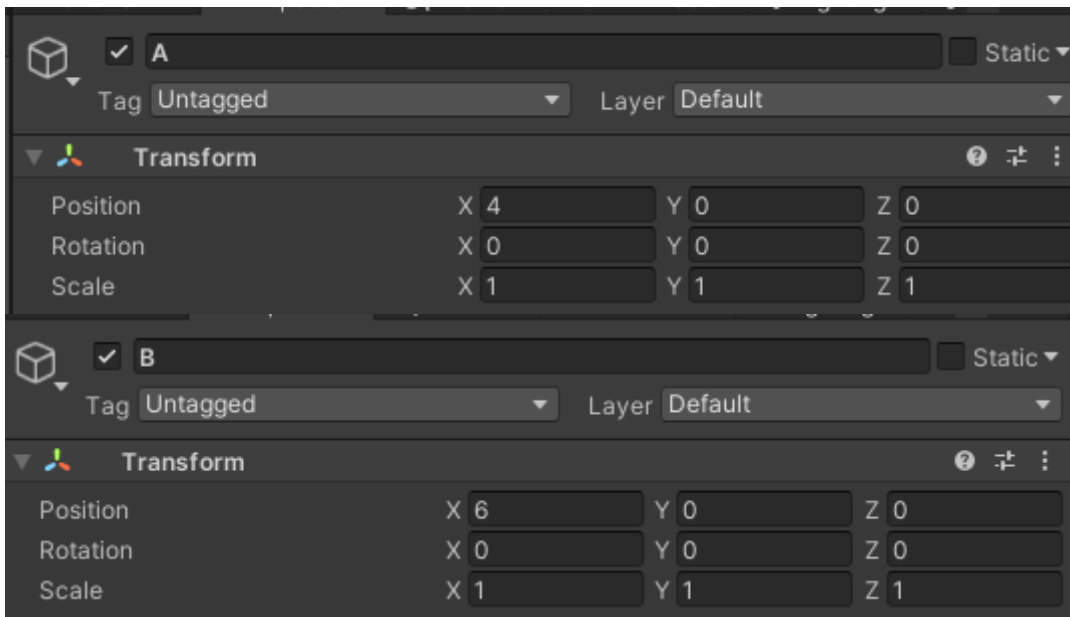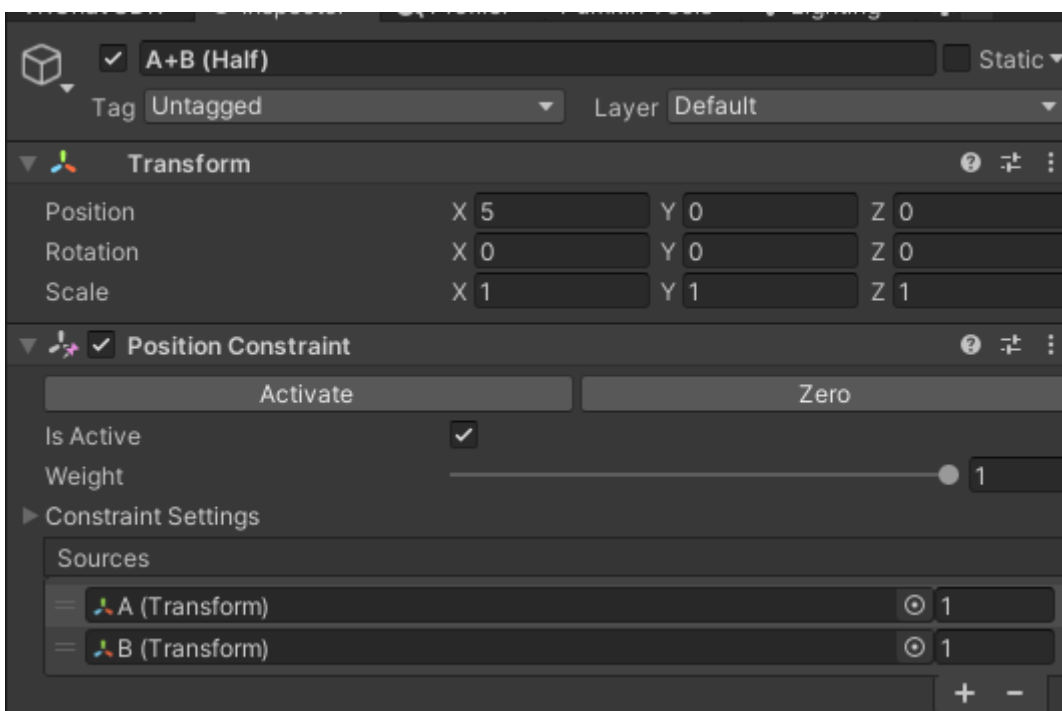
To add two vectors we have to get a little creative. I wont explain why this trick works mathematically, but to add two numbers, we can average them and then multiply that by two.
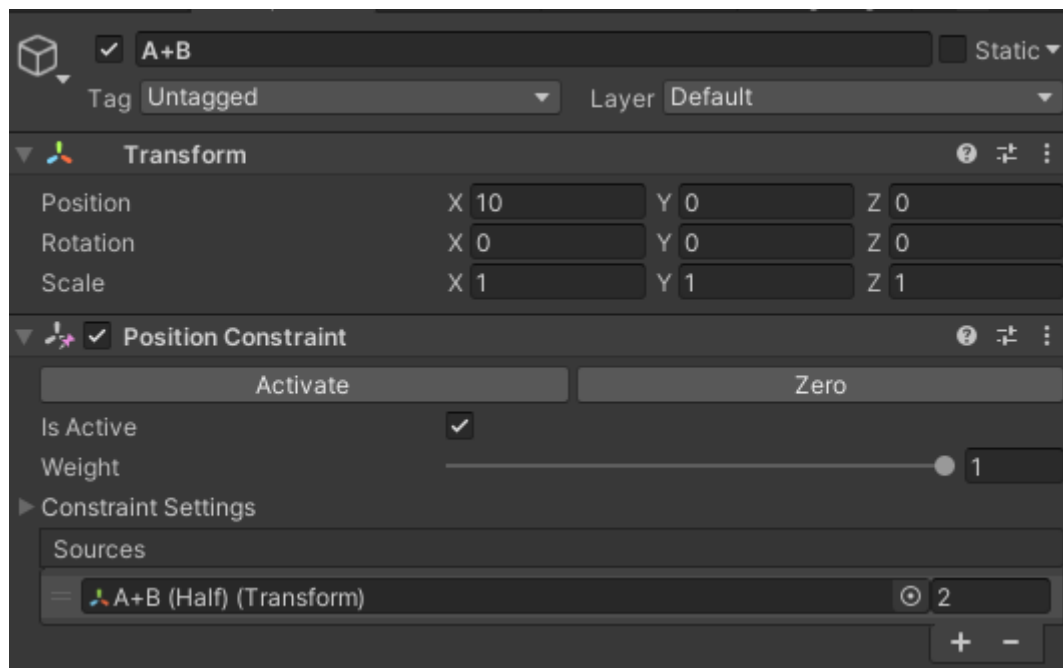
Since PositionConstraints can blend i.e. average between two transforms i.e. vectors and we already know how to multiply a vector by a scalar we can do this in two steps:

Step 1: Average

Step 2: Multiply by 2

You might wonder why we cant do this in one step, by simply using 2 as the weight for both A and B in Step 1, however remember that the source weights get normalized when you have more than one weight. So unfortunately we have to do this in two steps.