

## Math

## Code

```

namespace
{
    extern const int RANDMAX;
    float sqrt(float f);
    int sqrti(int i);
    float sqr(float f);

    float VectorLen(float x, float y, float z);
    void NormalizeVector(float &x, float &y, float &z);
    int abs(int i);

    float atan2(float f, float f);

    float fmod(float f, float f);

    float pow(float f, float f);

    char *atoi(const char *s);
    char *atof(const char *s);

    float ceil(float f);
    float floor(float f);

    float dist2(float x0, float y0, float z0, float x1, float y1, float z1);
    float dist(float x0, float y0, float z0, float x1, float y1, float z1);
    float dist2(float x0, float y0, float z0, float x1, float y1, float z1);
    float dist(float x0, float y0, float z0, float x1, float y1, float z1);
    void RotateVector(float &vectorx_, float &vectory_, float &vectorz_, const float *matrix3x3_);
    void CrossProduct(float x, float y, float z, float &cx, float &cy, float &cz);
    void EulerToMatrix(float yaw, float pitch, float roll, float *matrix3x3_);
    void MultiplyMatrices(float *mat1_, const float *mat2_);
}

```

[Alles anzeigen](#)