Math

Code

```
namespace Math
{
 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 rand();
 int abs(int i);

 float atan2(float

 f
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 float fmod(float f,
 f
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 float pow(float f,
 f
 fl
 f
 fl
 float atof(const char *s);
 int atoi(const char *s);
 float ceil(float f);
 float floor(float f);
 float dist2(float x0, float y0, float x1, float y1);
 float dist(float x0, float y0, float x1, float y1);
 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