

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

float f,

float f,

float f,

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_,constfloat*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