Subject: Re: c++ code distance calculator
Posted by Omar007 on Wed, 13 Jan 2010 13:17:42 GMT

Sir Kane wrote on Wed, 13 January 2010 13:57Some people can run 100 m in 10 seconds. So 30 in 5 shouldn't be hard.
Agreed
And when i make shit in 3DSmax with meters as metric unit a box of 1*1*2 is just a tiny bit higher then the character, therefor i think its really 1:1

PS. I ran 25 meters in ~3.36s once