
Subject: c++ code distance calculator

Posted by [Raptor RSF](#) on Mon, 11 Jan 2010 22:06:49 GMT

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Hello,

Does anybody know what metric system is used with the command:

```
distance = Commands->Get_Distance(position1,position2);
```

Is this in feet or something?

Thanks to anybody who can help!

Subject: Re: c++ code distance calculator

Posted by [Sladewill](#) on Mon, 11 Jan 2010 22:08:27 GMT

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Metre's

Subject: Re: c++ code distance calculator

Posted by [Raptor RSF](#) on Mon, 11 Jan 2010 22:13:03 GMT

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Ah oke, but it doesnt look like it. What is the scale of renegade?
is it 1:1 ?

Subject: Re: c++ code distance calculator

Posted by [Sladewill](#) on Tue, 12 Jan 2010 19:17:52 GMT

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duno, but its in metres i know

Subject: Re: c++ code distance calculator

Posted by [Sir Kane](#) on Tue, 12 Jan 2010 22:07:49 GMT

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What

Subject: Re: c++ code distance calculator

Posted by [CarrierII](#) on Tue, 12 Jan 2010 22:56:03 GMT

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Trial various values. I would imagine it's probably a nice ratio like 1:1.

Subject: Re: c++ code distance calculator

Posted by [Raptor RSF](#) on Tue, 12 Jan 2010 23:34:55 GMT

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Its hard to tell, but i dont think this is 30 meters to the center of the harvester.

File Attachments

1) [DistanceMeter.jpg](#), downloaded 504 times



Subject: Re: c++ code distance calculator
Posted by [Sir Kane](#) on Wed, 13 Jan 2010 08:01:44 GMT
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It's meter, infantry is about 1.8m in height and most doors slightly over 2.

Subject: Re: c++ code distance calculator
Posted by [Raptor RSF](#) on Wed, 13 Jan 2010 12:41:58 GMT
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I think its more likely to be just 15 meter, because on renegade it can be runned in just 5 seconds..

it just cant be scale 1:1...

Subject: Re: c++ code distance calculator
Posted by [Sir Kane](#) on Wed, 13 Jan 2010 12:57:13 GMT
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Some people can run 100 m in 10 seconds. So 30 in 5 shouldn't be hard.

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

Subject: Re: c++ code distance calculator
Posted by [Raptor RSF](#) on Wed, 13 Jan 2010 16:50:57 GMT
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in renegade they run, they dont sprint but anyway, oke it must be really 1:1 then if its setup like that in 3dsmax.
