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Subject: Re: Veteran Plugin.

Posted by [danpaul88](#) on Sat, 24 May 2008 15:36:42 GMT

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reborn wrote on Sat, 24 May 2008 15:44

Also, my maths seems to be fading away from me...

There must be a better way to turn a negative number into a positive number, rather than "(damage - damage) - damage)".

```
#include <cstdlib>
abs(number);
```

or, for floating point numbers

```
#include <cmath>
fabs(number);
```

Or, if you already know for sure the number is negative;

```
int number = -number;
```

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