

fcos

Find the cosine of a value

Description

```
Float:fcos( Float:value )
```

Find the cosine of the given value.

The value is assumed to be in radians.

Parameters

value	input value (angle in radians)
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Return value

Returns the cosine of value.

Example usage

```
new Float:x;  
  
x = fcos( PI/4 );    // 0.70710...
```

From:

<https://doc.eze.io/> - **ezeio documentation**

Permanent link:

<https://doc.eze.io/ezeio2/scriptref/fcos>

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