

fsin

Find the sine of a value

Description

```
Float:fsin( Float:value )
```

Find the sine of the given value.

The value is assumed to be in radians.

Parameters

| | |
|-------|--------------------------------|
| value | input value (angle in radians) |
|-------|--------------------------------|

Return value

Returns the sine of value.

Example usage

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

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

Permanent link:
<https://doc.eze.io/ezeio2/scriptref/fsin>

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