Cod2 Jdk Bot 46

Code: int GetDamageLevel() { //The first 4 are related to the damage per second, the last 2 are how many frames are missed before dps = 0. float damagePerSec = 1.0f; float damageMiss = 3.0f; float fps = 0.2f; //Damage Per Second damagePerSec = (damageMiss / 4.0f / fps); //Damage Missed before 0 Damage Per Second damageMiss = (damageMiss / 4.0f / fps); return (damagePerSec / fps); } A: Whenever you are dealing with error messages, look at what your assert statement is actually saying. Your "error" is saying "I'm not sure what damageMiss is, so it's returning 0". If this is actually true, it doesn't make sense to try dividing by it. Start by commenting out lines 3-5 of GetDamageLevel to see what it's working with. Then uncomment these lines and work through them to figure out what's wrong. d e r i v a t i v e o f - 1 3 * s * * 3 + 2 * s * * 2 + 7 * s + 2 ? - 7 8 * s + 4 F i n d t h e f i r s t d e r i v a t i v e o f 2 6 9 * z * * 2 - 8 7 2 w r t z . 5 3 8 * z F i n d t h e s e c o n d d e r

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