

CH10_005

ANSWER

USING TORQUE DATA TYPES

1 Converting To Torque Types

Finished Code:

```
ConsoleFunction(ch10_exer_005, void, 1, 1, "EDO")
{
    S8 count = 0;
    F32 value = Float_Pi;

    for(; (count >= 0) && (count <= S8_MAX); count++)
    {
        if( 0 == (count % 2) )
        {
            Con::printf("On count %d value == %f", count ,
                        value * (F32) count );
        }
        else
        {
            Con::printf("On count %d value == %f", count ,
                        value * (F32) -count );
        }
    }
}
```