



MakeNor

Given a normalized forward vector create two other perpendicular vectors

=====

```
*/  
void Make Normal Vectors( const vec3_t forward, vec3_t right,  
vec3_t up){  
    float d;
```



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```
// this rotate and negate guarantees a vector  
// not colinear with the original  
right[1] = -forward[0];  
right[2] = forward [1];  
right[0] = forward [2];  
  
d = DotProduct (right, forward);  
VectorMA(right, -d, forward, right);  
VectorNormalize (right);  
Cross Product (right, forward, up);  
}  
  
void Vector Rotate vec3_t in, vec3_t matrix[3], vec3_t out )  
{  
    out[0] = DotProduct( in, matrix[0] );
```