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Subject: Some new functions

Posted by [koldo](#) on Sat, 20 Nov 2010 00:01:54 GMT

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Hello

Here there are a few functions that could be added to U++:

```
inline bool Odd(int val)  {return val%2;}
inline bool Even(int val) {return !Odd(val);}
inline int RoundEven(int val) {return Even(val) ? val : val+1;}
template<class T>
inline int Sign(T a)  {return (a > 0) - (a < 0);}
```

```
inline const RGBA *GetPixel(const Image &img, int x, int y) {
    return img + x + y*img.GetWidth();
}
inline RGBA *GetPixel(ImageBuffer &img, int x, int y) {
    return img + x + y*img.GetWidth();
}
```

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