FULL FaceRig Classic V1.0 **UNCRACKED**

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: style master ------- @unicode @utf-8 /********* fonts ************/ namespace { #if defined(COCOS2D_DEBUG) && defined(__DEBUG__) // Glyph detail // // define for debug/display only // NOT READABLE from C++ #define PX_SHAPE_GLYPH_DEBUG 1 #define PX_SHAPE_GLYPH_DEBUG_DRAW 0 #define PX_SHAPE_GLYPH_DEBUG_DRAW_NON_SCALED 0 #define PX_SHAPE_GLYPH_DEBUG_DRAW_NON_SCALED_WITH_TEXT_OFFSET_X 0 #define PX_SHAPE_GLYPH_DEBUG_DRAW_NON_SCALED_WITH_TEXT_OFFSET_Y 0 #endif // metrics #define PX_SHAPE_MULTIPLIER 0.001f #define PX_SHAPE_SCALE_HORIZONTAL PX_SHAPE_MULTIPLIER #define PX_SHAPE_SCALE_VERTICAL PX_SHAPE_MULTIPLIER #define PX_SHAPE_SCALE_DEFAULT PX_SHAPE_SCALE_HORIZONTAL #define PX_SHAPE_SCALE_DEFAULT PX_SHAPE_SCALE_VERTICAL } // path API // PX_INLINE PxHeightFieldFlag IsScalingRequiredFor(const PxHeightField& heightField, const PxReal tolerance) // if height is small and tolerance is not zero, return false if(!heightField.isValid()) return false; const PxU32* grid = heightField.getGrid(); const PxU32* cells = heightField.getCells(); // NxN cells must be non-null PX_ASSERT(cells); if(!cells) // set the vertical scaling of the 82157476af

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