

Ruby - Feature #4891

Vector#normalize

06/16/2011 09:37 PM - mrkn (Kenta Murata)

Status:	Closed	
Priority:	Normal	
Assignee:	marcandre (Marc-Andre Lafortune)	
Target version:	1.9.3	
Description		
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https://gist.github.com/1029140		

History

#1 - 06/16/2011 09:39 PM - mrkn (Kenta Murata)

Bug ~~~~~ Feature ~~~~~
Bug ~ Feature ~~~~~

#2 - 06/16/2011 09:47 PM - sorah (Sorah Fukumori)

- Tracker changed from Bug to Feature

#3 - 06/21/2011 05:39 AM - marcandre (Marc-Andre Lafortune)

- Status changed from Open to Assigned
- Assignee changed from keiju (Keiju Ishitsuka) to marcandre (Marc-Andre Lafortune)
- Target version changed from 2.0.0 to 1.9.3

Sure.

I have to merge in my announced changes to Matrix & Vector in 1.9.3 as soon as I get the time, so I could include this too. Are we after the official feature freeze yet (I don't see the 1.9.3 branch)?

#4 - 06/27/2011 10:48 AM - sakuro (Sakuro OZAWA)

=begin
Just for curiosity's sake, what is expected from Vector[0,0,0].normalize ?

- ((<WolframAlpha|URL:<http://www.wolframalpha.com/input/?i=normalize+%280%2C0%2C0%29>>)) says: the zero vector cannot be normalized.
- The patch gives Vector[NaN, NaN, NaN].
- returns (dup of) self?
- domain error?

=end

#5 - 07/09/2011 02:41 PM - marcandre (Marc-Andre Lafortune)

- Status changed from Assigned to Closed
- % Done changed from 0 to 100

Applied as r32467, thank you!