Convert a Vector to an Angle (radians)

```
    orxVECTOR myVector = { 100, 100, 0 };
    orxFLOAT angle2 = orxMath_ATan(myVector.fY, myVector.fX);
```

Result

0.785398185 (45 degrees)

From:
https://www.orx-project.org/wiki/ - **Orx Learning**

Permanent link:
https://www.orx-project.org/wiki/en/examples/maths/convert_vector_to_radian_angle

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