Two-component Vector Literals

Normally, vectors are expressed as 3 component:

```
[Object]
Position = (100, 100, 0)
```

As Orx is a 2D engine, you can express them as two component:

```
[Object]
Position = (100, 100)
```

The third component will be 0 by default. This can be done with any vector type.

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

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

Last update: **2025/09/30 17:26 (14 months ago)**