

# 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?rev=1560641067](https://www.orx-project.org/wiki/en/examples/maths/two_component_vectors?rev=1560641067)

Last update: **2025/09/30 17:26 (12 days ago)**

