

Math: Code Snippets

OrxAABox

OrxMath

Convert an angle in degrees to a directional vector

Moved to [Convert an angle in degrees to a directional vector](#)

OrxOBox

Function to return an object within a boxed area:

```
orxOBJECT* GetObjectInTheArea(){  
  
    orxVECTOR objectPickVector;  
    objectPickVector.fX = 878;  
    objectPickVector.fY = 1185;  
    objectPickVector.fZ = -1.0;  
    orxOBOX objectBoxArea;  
    orxVECTOR pivot = {0, 0, 0};  
    orxVECTOR position;  
    position.fX = 834;  
    position.fY = 1150;  
    position.fZ = -0.1;  
    orxVECTOR size;  
    size.fX = 21;  
    size.fY = 160;  
    size.fZ = 1;  
    orxOBox_2DSet(&objectBoxArea, &position, &pivot, &size, 0);  
    orxU32 objectGroupID = orxCamera_GetGroupID(pstCamera, 1);  
    orxOBJECT *objectToFind = orxObject_BoxPick(&objectBoxArea,  
objectGroupID);  
    return objectToFind;  
}
```

OrxVector

Some ways to initialise an empty orxVECTOR.

Avoid this:

```
orxVECTOR position;
```

Rather, do one of these:

```
orxVECTOR position = {0, 0, 0};
```

```
orxVECTOR position = orxVECTOR_0;
```

```
orxVECTOR position;  
position.fX = 0;  
position.fY = 0;  
position.fZ = 0;
```

Uninitialised orxVECTORS can create unintended consequences in your game.

You can also do:

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

Permanent link:
<https://www.orx-project.org/wiki/en/orx/reference/math/snippets?rev=1516350956>

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