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:

Moved to: Return an Object within a boxed area

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**

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