

# Convert an angle in degrees to a directional vector

```
orxFLOAT degRotation = 45;  
orxFLOAT radRotation = degRotation * orxMATH_KF_DEG_TO_RAD;  
  
orxFLOAT x = orxMath_Cos(radRotation);  
orxFLOAT y = orxMath_Sin(radRotation);  
  
orxVECTOR directionVector = {x, y, 0};
```

From:

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

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[https://orx-project.org/wiki/en/examples/maths/angle\\_degrees\\_to\\_vector](https://orx-project.org/wiki/en/examples/maths/angle_degrees_to_vector)

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