

# Convert a Vector to an Angle (radians)

```
orxVECTOR myVector = { 100, 100, 0 };  
orxFLOAT angle2 = orxMath_ATan(myVector.fY, myVector.fX);
```

## Result

0.785398185 (45 degrees)

From:

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

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