Initialising an empty orxVECTOR

Some ways to initialise an empty orxVECTOR.

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

```
  orxVECTOR position = orxVECTOR_0;
```

```
  orxVECTOR position;
  position.fX = 0;
  position.fY = 0;
  position.fZ = 0;
  orxVECTOR position;
  orxVector_Set(&position, orx2F(0.0f), orx2F(0), orxFLOAT_0);
```

Uninitialised orxVECTORs can create unintended consequences in your game.

You can also do:

```
orxVECTOR tilePos;
orxVector_Set(&tilePos, orx2F(80.0f) * x, orx2F(160.0f), orxFLOAT_0);
orxObject_SetPosition(tile, &tilePos);
```

```
orxVECTOR pos;
orxObject_GetPosition(player, &pos);
pos.fX = -pos.fX;
orxObject_SetPosition(player, &pos);
```

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

Permanent link:
https://orx-project.org/wiki/en/examples/maths/initialising_an_orxvector?rev=1518583664

Last update: **2025/09/30 17:26 (14 months ago)**