

# Initialising an empty orxVECTOR

Some ways to initialise an empty orxVECTOR.

```
orxVECTOR position = {};
```

```
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**

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[https://orx-project.org/wiki/en/examples/maths/initialising\\_an\\_orxvector?rev=1582185130](https://orx-project.org/wiki/en/examples/maths/initialising_an_orxvector?rev=1582185130)

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