

# Math Examples

```

1
0100111011110101011
0111001010101001010
1000001011000110101
1001101001010000000
0

```

Convert Angle (degrees) to a directional vector

```

1
0100111011110101011
0111001010101001010
1000001011000110101
1001101001010000000
0

```

```

1
0100111011110101011
0111001010101001010
1000001011000110101
1001101001010000000
0

```

Return an Object within a boxed area

Initialising an orxVECTOR

```

1
0100111011110101011
0111001010101001010
1000001011000110101
1001101001010000000
0

```

Rotate a point around a center

```

1
0100111011110101011
0111001010101001010
1000001011000110101
1001101001010000000
0

```

Generating

```

1
0100111011110101011
0111001010101001010
1000001011000110101
1001101001010000000
0

```

random numbers

Convert a Vector to an Angle (radian)

```

1
0100111011110101011
0111001010101001010
1000001011000110101
1001101001010000000
0

```

Two Component Vectors

From:

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

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<https://orx-project.org/wiki/en/examples/maths/main?rev=1597841927>

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