# Math: Code Snippets

## OrxAABox

## OrxMath

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};
```

## OrxOBox

### OrxOBox_2DIsInside

```
Example code :)
```

## OrxVector

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

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