

# Math: Code Snippets

## OrxAABox

## OrxMath

Convert an angle in degrees to a directional vector

Moved to [Convert an angle in degrees to a directional vector](#)

## OrxOBox

Function to return an object within a boxed area:

Moved to: [Return an Object within a boxed area](#)

## OrxVector

Some ways to initialise an empty orxVECTOR.

Avoid this:

```
orxVECTOR position;
```

Rather, do one of these:

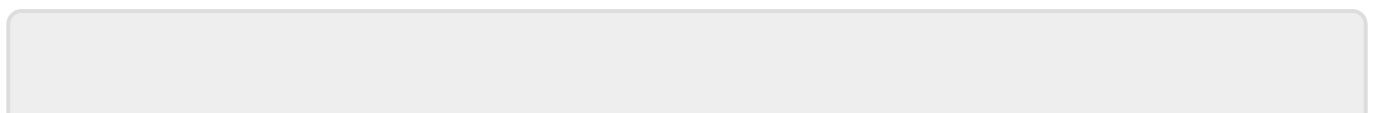
```
orxVECTOR position = {0, 0, 0};
```

```
orxVECTOR position = orxVECTOR_0;
```

```
orxVECTOR position;  
position.fX = 0;  
position.fY = 0;  
position.fZ = 0;
```

Uninitialised orxVECTORS can create unintended consequences in your game.

You can also do:



From:

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

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Last update: **2025/09/30 17:26 (6 months ago)**

