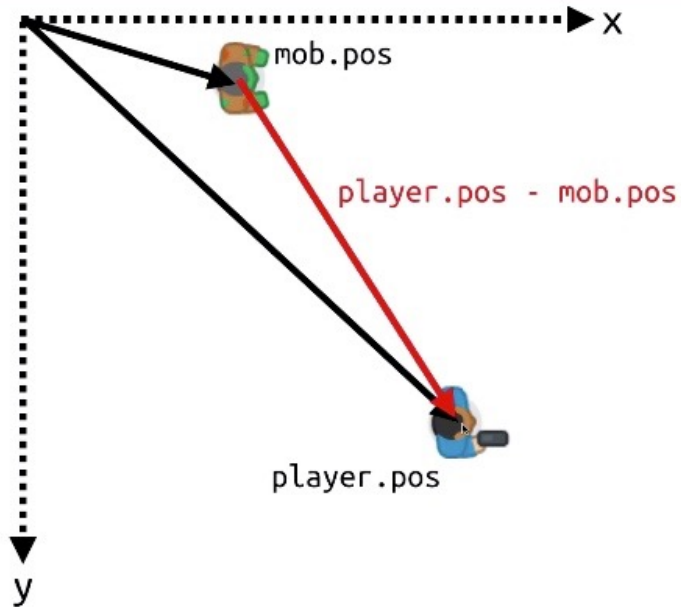


# Angle between Mob and Player

## Direction Vector



## Direction Vector

