Vector.h

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# Description

The header-based file contains 4 structs: Vector2, Vector2Int, Vector3, Vector3Int. These are what they sound like, vectors with 2 or 3 values. The int versions use int instead of double. The documentation is written about all 4 at once because they use similar or the same functions.

# Includes

* string

# Variables

They are called x, y, z and are defined accordingly in their struct, i. e. Vector2 contains double x, y; and Vector2Int contains int x, y;

# Functions



The two constructors create a new vector. The one without parameters creates one with all zeroes, and the one with parameters set the parameters as their coordinates.



(Sorry for formatting) This function returns a nicely formatted representation of the x and y values.



Returns the length of the vector.



Returns the squared length of the vector, used to avoid heavy sqrt() function.



It returns the normalized vector (length == 1).



It normalizes the vector, no return value.



It rotates the vector by the given amount in degrees.



It returns a regular vector with the current values, used only in int vectors.