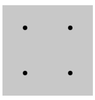
set()

Sets the vector's `x`, `y`, and `z` components.

`set()` can use separate numbers, as in `v.set(1, 2, 3)`, a p5.Vector object, as in `v.set(v2)`, or an array of numbers, as in `v.set([1, 2, 3])`.

If a value isn't provided for a component, it will be set to 0. For example, `v.set(4, 5)` sets `v.x` to 4, `v.y` to 5, and `v.z` to 0. Calling `set()` with no arguments, as in `v.set()`, sets all the vector's components to 0.

Examples



```
function setup() {
  createCanvas(100, 100);

  background(200);

  // Style the points.
  strokeWeight(5);

  // Top left.
  let pos = createVector(25, 25);
  point(pos);

  // Top right.
  // set() with numbers.
  pos.set(75, 25);
  point(pos);

  // Bottom right.
  // set() with a p5.Vector.
  let p2 = createVector(75, 75);
  pos.set(p2);
  point(pos);

  // Bottom left.
  // set() with an array.
  let arr = [25, 75];
  pos.set(arr);
  point(pos);

  describe('Four black dots arranged in a square on a gray background.');
}
```

Syntax

```
set([x], [y], [z])
```

```
set(value)
```

Parameters

x	Number: x component of the vector.
y	Number: y component of the vector.
z	Number: z component of the vector.
value	p5.Vector|Number[]: vector to set.

This page is generated from the comments in src/math/p5.Vector.js . Please feel free to edit it and submit a pull request!

Related References

add
Adds to a vector's x, y, and z components.

angleBetween
Calculates the angle between two vectors.

array
Returns the vector's components as an array of numbers.

clampToZero
Replaces the components of a p5.Vector that are very close to zero with zero.

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