

Vector/Vector4

The Vector4 class is a class introduced in 1.4

Methods

create

This is default constructor for the Vector4 class and returns a Vector4 object.

Syntax

```
vector4 Vector4 ( float x = 0, float y = 0, float z = 0, float w = 0 )
```

- **x,y,z** and **w** coordinates for the vector. If not specified, they default to 0.
- Instead of these four coordinates, a single Vector4 object may be inserted to clone it.

Example

This example adds a command called "/garage", allowing you to get any garage bounding box.

Client

```
function garageBoundingBox ( command, garageID)
    if not garageID then
        outputChatBox("[Usage] /garage <id>")
        return
    end

    if tonumber(garageID) then
        if tonumber(garageID) > 0 and tonumber(garageID) < 50 then
            local boundingBox = Vector4(getGarageBoundingBox (garageID))
            outputChatBox("West: "..boundingBox.x..", East: " ..boundingBox.y..", South: "..boundingBox.z.." North: "..boundingBox.w)
        else
            outputChatBox("Garage ID must be between 1 and 49")
        end
    end
end

addCommandHandler ("garage",garageBoundingBox)
```

dot

normalize

getX and setX

getY and setY

getZ and setZ

getW and setW

getNormalized

getSquaredLength

getLength