

# Math API

[Photon.Deterministic.FPMath](#) groups the most important classes for math. [More...](#)

## Classes



struct	<a href="#">Photon.Deterministic.FP</a> A fixed-point number. 16 lower bits are used for the decimal part, 48 for the integral part. <a href="#">More...</a>
struct	<a href="#">Photon.Deterministic.FPBounds2</a> Represents an 2D axis aligned bounding box (AABB). <a href="#">More...</a>
struct	<a href="#">Photon.Deterministic.FPBounds3</a> Represents an 3D axis aligned bounding box (AABB). <a href="#">More...</a>
struct	<a href="#">Photon.Deterministic.FPCollision</a> A collection of collision helper functions. <a href="#">More...</a>
class	<a href="#">Photon.Deterministic.FPLut</a> FP lookup table. Used internally by trigonometric and square root functions. <a href="#">More...</a>
struct	<a href="#">Photon.Deterministic.FPMath</a> A collection of common math functions. <a href="#">More...</a>
struct	<a href="#">Photon.Deterministic.FPMatrix2x2</a> Represents 2x2 column major matrix, which can be used for 2D scaling and rotation. Each cell can be individually accessed as a field (M<row><column>). <a href="#">More...</a>
struct	<a href="#">Photon.Deterministic.FPMatrix3x3</a> Represents 3x3 column major matrix. Each cell can be individually accessed as a field (M<row><column>), with indexing indexing property[ <a href="#">row</a> , <a href="#">column</a> ] or with indexing property[ <a href="#">index</a> ]. <a href="#">More...</a>
struct	<a href="#">Photon.Deterministic.FPMatrix4x4</a> Represents 4x4 column major matrix. Each cell can be individually accessed as a field (M<row><column>), with indexing indexing property[ <a href="#">row</a> , <a href="#">column</a> ] or with indexing property[ <a href="#">index</a> ]. <a href="#">More...</a>
struct	<a href="#">Photon.Deterministic.FPQuaternion</a> A Quaternion representing an orientation. <a href="#">More...</a>
struct	<a href="#">Photon.Deterministic.FPVector2</a> Represents a 2D Vector <a href="#">More...</a>
struct	<a href="#">Photon.Deterministic.FPVector3</a> Represents a 3D Vector <a href="#">More...</a>
struct	<a href="#">Photon.Deterministic.NullableFP</a>

	A serializable equivalent of <code>Nullable&lt;FP&gt;</code> . <a href="#">More...</a>
struct	<a href="#">Photon.Deterministic.NullableFPVector2</a> A serializable equivalent of <code>Nullable&lt;FPVector2&gt;</code> . <a href="#">More...</a>
struct	<a href="#">Photon.Deterministic.NullableFPVector3</a> A serializable equivalent of <code>Nullable&lt;FPVector3&gt;</code> . <a href="#">More...</a>
struct	<a href="#">Photon.Deterministic.NullableNonNegativeFP</a> A serializable equivalent of <code>Nullable&lt;FP&gt;</code> . <a href="#">More...</a>



## Detailed Description

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