## Convert an angle in degrees to a directional vector

```
orxFLOAT degRotation = 45;
orxFLOAT radRotation = degRotation * orxMATH_KF_DEG_TO_RAD;
orxFLOAT x = orxMath_Cos(radRotation);
orxFLOAT y = orxMath_Sin(radRotation);
orxVECTOR directionVector = {x, y, 0};
```

From:

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