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Vector2D AS2 Class

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Description: **[[[Summary]]]** Vector2D is an AS2 class that allows for 2 dimensional (x, y) vector math to be done in Flash. Extremely useful for any physics related Flash endeavor. **[[[Variables]]]** * X, Y - Components of the vector **[[[Methods]]]** * Clone() - Creates a new vector with the same values * Dot() - Finds the dot product between the vector and another vector * Length() - Gets the length of the vector * ProjectAlong() - Projects the vector along another vector * Normalize() - Normalizes the vector to a certain scale * GetUnitVector() - Gets the normalized form of the vector * Add(), Subtract(), Multiply(), Divide() - Operations on the vector and another vector * AddValue(), SubtractValue(), MultiplyValue(), DivideValue() - Operations on the vector and a value * Equal(), NotEqual(), Greater(), Less(), GreaterOrEqual(), LessOrEqual() - Boolean operations on the vector and another vector * ApproxEqual() - Boolean operation with tolerance on the vector and another

Resource Specifications

Version:	1
Platform(s):	windows, osx
Date Added:	Nov 11th, 2005
Last Updated:	Nov 11th, 2005
Author:	Matt Lentz

Average Visitor Rating:  **5.00** (out of 5)

Number of Ratings: 2 Votes

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