

# Vector3D

**Format:**

[x, y, z]

**Description:**

Represents a 3-dimensional vector in space.

Each value can range from -1 to +1.

The return array can be processed-converted into degrees as follows:

```
_vdir = player weaponDirection (primaryWeapon player);  
_adir= (_vdir select 0) atan2 (_vdir select 1);
```