Moving an object onto the mouse position

Code

```
orxVECTOR mousePosition = orxVECTOR_0;

orxMouse_GetPosition(&mousePosition);
orxRender_GetWorldPosition(&mousePosition, orxNULL, &mousePosition);

mousePosition.fZ = 0;

orxObject_SetPosition(someObject, &mousePosition);
```

From:
https://www.orx-project.org/wiki/ - **Orx Learning**

Permanent link:
https://www.orx-project.org/wiki/en/examples/input/object_with_the_mouse

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