

# 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**

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