Rotate a point around a center

Code

```
// Point to rotate
orxVECTOR point = orxVECTOR_0;
orxVector_Set(&point,100,-100,0);

// Center of rotation
orxVECTOR center = orxVECTOR_0;
orxVector_Set(&center,50,-50,0);

// New location of point after rotation
orxVECTOR result = orxVECTOR_0;

// Angle of rotation
float angle = 30;

 // Translate the point back to origin
orxVector_Sub(&result, &point, &center);

// Rotate the point
orxVector_2DRotate(&result, &result, angle * orxMATH_KF_DEG_TO_RAD);

// Translate back by adding the center
orxVector_Add(&result, &result, &center);
```

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

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