

# Keep an Object facing the Mouse Position

Good for weapons that fire in the direction of the mouse

## Resource



## Config

```
[Arrow]
Graphic      = @
Texture      = arrow.png
Pivot        = center
Position     = (0, 0, 0)
```

## Code

```
orxVECTOR arrowPosition = orxVECTOR_0;
orxObject_GetPosition(arrow, &arrowPosition);

orxVECTOR mousePosition = orxVECTOR_0;
orxMouse_GetPosition(&mousePosition);
orxRender_GetWorldPosition(&mousePosition, orxNULL, &mousePosition);

orxVECTOR direction = orxVECTOR_0;
orxVector_Add(&direction, &arrowPosition, &mousePosition);

orxFLOAT angle = orxMath_ATan(direction.fY, direction.fX);

orxObject_SetRotation(arrow, angle);
```

## See also

[Convert a Vector to an Angle \(radians\)](#)

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