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)

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

Permanent link:
https://www.orx-project.org/wiki/en/examples/objects/keep_object_facing_mouse?rev=1597891477

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