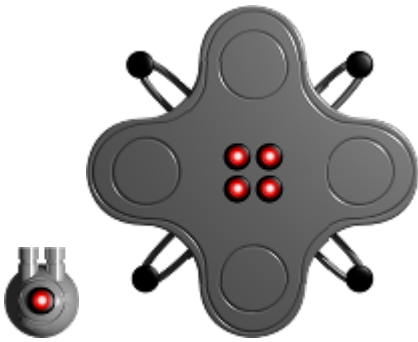


# Non-rotating Child Objects

For attaching children whose position follows the parent's rotation, but the child's direction vector does not change.

## Assets



## Code

```
orxObject_CreateFromConfig("BossObject");
```

## Config

```
[BossObject]
Graphic = BossGraphic
Position = (400, 300, -0.1)
ChildList = Gun1 # Gun2 # Gun3 # Gun4
Smoothing = true
AngularVelocity = 36

[BossGraphic]
Texture = boss.png
Pivot = center

[Gun1@GunObject]
Position = (-55, -55, -0.1)
Rotation = -45

[Gun2@GunObject]
Position = (55, -55, -0.1)
Rotation = 45

[Gun3@GunObject]
Position = (-55, 55, -0.1)
```

```
Rotation = -135
```

```
[Gun4@GunObject]
```

```
Position = (55, 55, -0.1)
```

```
Rotation = 135
```

```
[GunObject]
```

```
Graphic = GunGraphic
```

```
Smoothing = true
```

```
IgnoreFromParent = rotation ; For attaching children whose position follows  
the parent's rotation, but the child's direction vector does not change.
```

```
[GunGraphic]
```

```
Texture = gun.png
```

```
Pivot = (18.5, 26, 0)
```

## Result



From:

<https://www.orx-project.org/wiki/> - Orx Learning

Permanent link:

[https://www.orx-project.org/wiki/en/examples/objects/non\\_rotating\\_children](https://www.orx-project.org/wiki/en/examples/objects/non_rotating_children)

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