Turning or Steering

Good for vehicle steering or turning ships and planes.

Code

```
car = orxObject_CreateFromConfig("CarObject");

...

if(orxInput_IsActive("Right")){
  orxFLOAT rotation = orxObject_GetRotation(car);

  orxVECTOR relativeSpeed = orxVECTOR_0;
  orxObject_GetRelativeSpeed(car, &relativeSpeed);

  rotation += 0.01;
  orxObject_SetRotation(car, rotation);
  orxObject_SetRelativeSpeed(car, &relativeSpeed); //reapply the relative speed.
}
```

Config

```
[CarObject]
Graphic = CarGraphic
Position = (300, 200, 0)
Speed = (0, 30, 0)
UseRelativeSpeed = true

[CarGraphic]
Texture = car.png
Pivot = (38, 30, 0)
```

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

Permanent link:
https://www.orx-project.org/wiki/en/examples/objects/turning_or_steering

Last update: **2025/09/30 17:26 (14 months ago)**