

Turning or Steering (method 2)

Good for vehicle steering or turning ships and planes. Doesn't use relative speed so functions are faster, and the separate rotation and speed are handy for drifting effects.

Code

```
car = orxObject_CreateFromConfig("CarObject");  
  
...  
  
if(orxInput_IsActive("Right")){  
    orxFLOAT rotation = orxObject_GetRotation(car);  
  
    orxVECTOR speed;  
    orxObject_GetSpeed(car, &speed);  
  
    rotation += 0.01;  
    orxVector_2DRotate(&speed, &speed, 0.01);  
    orxObject_SetRotation(car, rotation);  
    orxObject_SetSpeed(car, &speed); //SetSpeed is less expensive than  
    SetRelativeSpeed  
}
```

Config

```
[CarObject]  
Graphic = CarGraphic  
Position = (300, 200, 0)  
Speed = (0, 30, 0)  
  
[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_2

Last update: **2025/09/30 17:26 (7 months ago)**

