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 seperate 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?rev=1518583666

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