

# ScrollObject following another ScrollObject

This routine will use the Update function of a ScrollObject, physics and some orxVECTOR math to always try to follow another object.

```
void Enemy::Update(const orxCLOCK_INFO &_rstInfo)
{
    orxOBJECT *enemyObject = this->GetOrxObject();

    orxVECTOR enemyPosition = orxVECTOR_0;
    this->GetPosition(enemyPosition, orxTRUE);

    orxVECTOR playerPosition = orxVECTOR_0;
    playerPosition = karbon_game::GetInstance().GetPlayerPosition();
    //you'll need to implement this function in your game code

    orxVECTOR directionToShip = orxVECTOR_0;
    orxVector_Sub(&directionToShip, &playerPosition, &enemyPosition);

    orxVECTOR speedTowardsShip = orxVECTOR_0;
    orxVector_Normalize(&speedTowardsShip, &directionToShip);
    orxVector_Mulf(&speedTowardsShip, &speedTowardsShip, 0.3);

    orxObject_ApplyImpulse(enemyObject, &speedTowardsShip, orxNULL);
}
```

```
[Enemy]
Graphic      = @
Texture      = enemy.png
Pivot        = center
Body         = EnemyBody
```

```
[EnemyBody]
Dynamic      = true
PartList     = EnemyBodyPart
```

```
[EnemyBodyPart]
Type         = box
Solid        = false
```

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

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Last update: **2025/09/30 17:26 (8 months ago)**

