

# Object: Code Snippets

## OrxFrame

## OrxFX

## OrxFXPointer

## OrxObject

### OrxObject\_SetPosition

```
orxVECTOR tilePos;  
orxVector_Set(&tilePos, orx2F(80.0f) * x, orx2F(160.0f), orxFLOAT_0);  
orxObject_SetPosition(tile, &tilePos);
```

```
orxVECTOR pos;  
orxObject_GetPosition(player, &pos);  
pos.fX = -pos.fX;  
orxObject_SetPosition(player, &pos);
```

### orxObject\_SetRotation

Rotation is set in radians. Zero rad vector is equivalent to (1, 0) vector in screen coordinates. In other words it is a horizontal line pointing from left to right.

Positive rotation is set in clockwise direction. If vector origin was in the center of the screen, then 1 rad would point to the left right corner of the screen.

### orxObject\_SetAngularVelocity

Set angular velocity changes object rotation value over time. Setting positive value make object rotate clockwise. Negative value sets counterclockwise direction.

TBD: What's the unit of measure?

### orxObject\_GetWorldRotation and orxObject\_GetRotation

As object rotates continuously clockwise its angle will continue to increase. Thus after a first full circle its angle will be set to  $2\pi$ . After the second full circle it will be set to  $4\pi$ . The same is true for

confer-clockwise rotation. The 1st full circle will be set to  $-2\pi$  and so on.

Thus you may have to normalize the rotation value of the object.

## **orxObject\_CreateNeighborList and orxObject\_DeleteNeighborList**

Use it to obtain objects within the specified bounding box.

```
orxOBJECT *obj; // comes from mouse click event or in some other way
orxVECTOR pos, size;
orxFLOAT range = 250.;
orxOBBOX box;

orxObject_GetWorldPosition(obj, &pos);
orxVector_Set(&size, range, range, 0.);
orxOBBox_2DSet(&box, &pos, &orxVECTOR_0, &size, 0.);

orxBANK *neighbors = orxObject_CreateNeighborList(box);
void* cell = orxNULL;
while ((cell = orxBank_GetNext(neighbors, cell))) {
    orxOBJECT **n = cell;
    orxLOG("object name: %s.", orxObject_GetName(*n));
}
orxObject_DeleteNeighborList(neighbors);
```

## **object traversing**

[Object Traversing](#) has its own page due to somewhat large discussion on the topic.

## **OrxSpawner**

## **OrxStructure**

## **OrxTimeLine**

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