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 bottom 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?

By default object starts with zero rotation angle, which points horizontally from left to right. As object rotates a full circle its rotation angle value will not reset to zero. Instead it will continue to grow in positive or negative direction according to angular velocity value.

Thus after 1 full circle the object rotation value will satisfy the condition:

```
orxMath_Abs(orxObject_GetRotation(obj)) >= orxMATH_KF_2_PI
```

orxObject_GetWorldRotation and orxObject_GetRotation

Returns current object rotation value in rad. The value returned can be any floating value.

See orxObject_SetRotation for coordinate system reference. See orxObject_SetAngularVelocity for discussion of continuous rotation.

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.;
    orxOBOX box;

    orxObject_GetWorldPosition(obj, &pos);
    orxVector_Set(&size, range, range, 0.);
    orxOBox_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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