

Get and Set Rotation on an Object

```
orxOBJECT *heroObject = orxObject_CreateFromConfig("HeroObject");  
  
orxFLOAT rotation = orxObject_GetRotation(heroObject);  
rotation += 10;  
  
orxObject_SetRotation(heroObject, rotation);
```

From:

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

Permanent link:

https://wiki.orx-project.org/en/examples/objects/object_get_set_rotation

Last update: **2018/02/14 00:47 (4 years ago)**

