## **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?rev=1518583665



