

Turning or Steering

Good for vehicle steering or turning ships and planes.

Code

```
car = orxObject_CreateFromConfig("CarObject");

...

if(orxInput_IsActive("Right")){
    orxFLOAT rotation = orxObject_GetRotation(car);

    orxVECTOR relativeSpeed = orxVECTOR_0;
    orxObject_GetRelativeSpeed(car, &relativeSpeed);

    rotation += 0.01;
    orxObject_SetRotation(car, rotation);
    orxObject_SetRelativeSpeed(car, &relativeSpeed); //reapply the relative speed.
}
```

Config

```
[CarObject]
Graphic = CarGraphic
Position = (300, 200, 0)
Speed = (0, 30, 0)
UseRelativeSpeed = true

[CarGraphic]
Texture = car.png
Pivot = (38, 30, 0)
```

From:

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

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

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