

# Z-Order of Objects with Joints

This is a very small tutorial, and the main point is going to be this:

Joints use `ParentAnchor` and `ChildAnchor` for connecting, however the `z` coordinate of the `Position` property is super important for getting the `z` order of your objects right.

I could leave it there, but I'll show code to illustrate:

```
[Robot]
Graphic          = RobotGraphic
Position         = (0, 0, 0) ;robot sits at dead centre and 0 z-index
ChildList        = LeftWheel
ChildJointList   = WeldLeftWheelJoint
Body             = RobotBody

[RobotGraphic]
Texture = robot-inside.png
Pivot   = center

[RobotBody]
Dynamic = true
PartList = RobotBodyPart

[RobotBodyPart]
Type = box
Solid = true
```

Then for the wheel that attaches to the robot:

```
[WheelGraphic]
Texture = wheel.png
Pivot   = center

[LeftWheel]
Graphic = WheelGraphic
Position = (0, 0, -0.5) ; Here's the point. Make the wheel sit on top of the
robot.
Body     = LeftWheelBody

[WeldLeftWheelJoint]
Type = weld
ParentAnchor = (-50, 40, 0)
ChildAnchor = (10, 10, 0) ; weld here, but don't bother with the z coord.
```

```
Collide      = false

[LeftWheelBody]
Mass        = 10
Density     = 0.5
Dynamic     = true
PartList    = LeftWheelBodyPart

[LeftWheelBodyPart]
Type       = box
Solid     = true
```

That should help you ensure the order that joints are drawn.

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

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