

# Keep an Object facing the Mouse Position

Good for weapons that fire in the direction of the mouse

## Resource



## Config

```
[Arrow]
Graphic      = @
Texture      = arrow.png
Pivot        = center
Position     = (0, 0, 0)
```

## Code

```
orxVECTOR arrowPosition = orxVECTOR_0;
orxObject_GetPosition(arrow, &arrowPosition);

orxVECTOR mousePosition = orxVECTOR_0;
orxMouse_GetPosition(&mousePosition);
orxRender_GetWorldPosition(&mousePosition, orxNULL, &mousePosition);

orxVECTOR direction = orxVECTOR_0;
orxVector_Add(&direction, &arrowPosition, &mousePosition);

orxFLOAT angle = orxMath_ATan(direction.fY, direction.fX);

orxObject_SetRotation(arrow, angle);
```

## See also

[Convert a Vector to an Angle \(radians\)](#)

Last update:  
2025/09/30  
17:26 (4  
months ago)

en:examples:objects:keep\_object\_facing\_mouse [https://orx-project.org/wiki/en/examples/objects/keep\\_object\\_facing\\_mouse](https://orx-project.org/wiki/en/examples/objects/keep_object_facing_mouse)

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

Permanent link:  
[https://orx-project.org/wiki/en/examples/objects/keep\\_object\\_facing\\_mouse](https://orx-project.org/wiki/en/examples/objects/keep_object_facing_mouse)

Last update: **2025/09/30 17:26 (4 months ago)**

