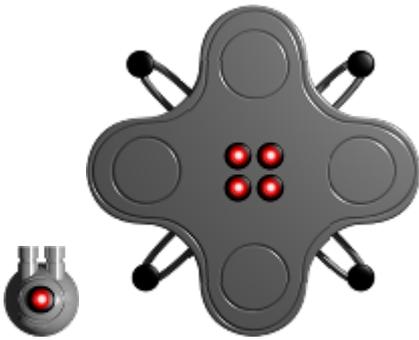


Non-rotating Child Objects

For attaching children whose position follows the parent's rotation, but the child's direction vector does not change.

Assets



Code

```
orxObject_CreateFromConfig("BossObject");
```

Config

```
[BossObject]
Graphic = BossGraphic
Position = (400, 300, -0.1)
ChildList = Gun1 # Gun2 # Gun3 # Gun4
Smoothing = true
AngularVelocity = 36

[BossGraphic]
Texture = boss.png
Pivot = center

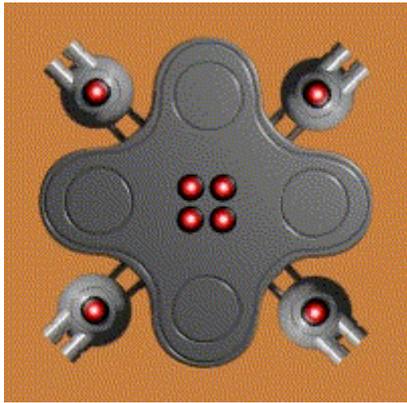
[Gun1@GunObject]
Position = (-55, -55, -0.1)
Rotation = -45

[Gun2@GunObject]
Position = (55, -55, -0.1)
Rotation = 45

[Gun3@GunObject]
Position = (-55, 55, -0.1)
```

```
Rotation = -135  
  
[Gun4@GunObject]  
Position = (55, 55, -0.1)  
Rotation = 135  
  
[GunObject]  
Graphic = GunGraphic  
Smoothing = true  
IgnoreFromParent = rotation ; For attaching children whose position follows the parent's rotation, but the child's direction vector does not change.  
  
[GunGraphic]  
Texture = gun.png  
Pivot = (18.5, 26, 0)
```

Result



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

Permanent link:
https://orx-project.org/wiki/en/examples/objects/non_rotating_children

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