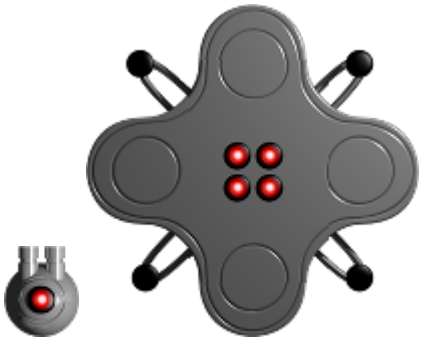
Non-rotating Child Objects

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?rev=1518583665

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