

Get and Set Rotation on an Object

```
orxOBJECT *heroObject = orxObject_CreateFromConfig("HeroObject");  
  
orxFLOAT rotation = orxObject_GetRotation(heroObject);  
rotation += 10;  
  
orxObject_SetRotation(heroObject, rotation);
```

From:

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

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

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