

# 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](https://orx-project.org/wiki/en/examples/objects/object_get_set_rotation)

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