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**

Permanent link:
https://orx-project.org/wiki/en/examples/objects/object_get_set_rotation?rev=1518583665

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