

# Turning or Steering

Good for vehicle steering or turning ships and planes.

## Code

```
car = orxObject_CreateFromConfig("CarObject");  
  
...  
  
if(orxInput_IsActive("Right")){  
    orxFLOAT rotation = orxObject_GetRotation(car);  
  
    orxVECTOR relativeSpeed = orxVECTOR_0;  
    orxObject_GetRelativeSpeed(car, &relativeSpeed);  
  
    rotation += 0.01;  
    orxObject_SetRotation(car, rotation);  
    orxObject_SetRelativeSpeed(car, &relativeSpeed); //reapply the relative  
speed.  
}
```

## Config

```
[CarObject]  
Graphic = CarGraphic  
Position = (300, 200, 0)  
Speed = (0, 30, 0)  
UseRelativeSpeed = true  
  
[CarGraphic]  
Texture = car.png  
Pivot = (38, 30, 0)
```

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

Permanent link:  
[https://orx-project.org/wiki/en/examples/objects/turning\\_or\\_steering](https://orx-project.org/wiki/en/examples/objects/turning_or_steering)

Last update: **2025/09/30 17:26 (8 months ago)**

