## **Turning or Steering (method 2)**

Good for vehicle steering or turning ships and planes. Doesn't use relative speed so functions are faster, and the seperate rotation and speed are handy for drifting effects.

## Code

```
car = orxObject_CreateFromConfig("CarObject");
...

if(orxInput_IsActive("Right")){
  orxFLOAT rotation = orxObject_GetRotation(car);

  orxVECTOR speed;
  orxObject_GetSpeed(car, &speed);

rotation += 0.01;
  orxVector_2DRotate(&speed, &speed, 0.01);
  orxObject_SetRotation(car, rotation);
  orxObject_SetSpeed(car, &speed); //SetSpeed is less expensive than
SetRelativeSpeed
}
```

## Config

```
[CarObject]
Graphic = CarGraphic
Position = (300, 200, 0)
Speed = (0, 30, 0)

[CarGraphic]
Texture = car.png
Pivot = (38, 30, 0)
```

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

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