

Unit::orientSpriteToMovement

```
graph LR; A[Unit::orientSpriteToMovement] --> B[Unit::magnitude]; A --> C[Unit::toDegrees];
```

A diagram illustrating a function call. On the left, a gray rectangular box contains the text "Unit::orientSpriteToMovement". Two blue arrows originate from the right side of this box. The top arrow points to a white rectangular box containing the text "Unit::magnitude". The bottom arrow points to another white rectangular box containing the text "Unit::toDegrees".

Unit::magnitude

Unit::toDegrees