ROTATE BEHAVIOR

View online: https://www.construct.net/en/make-games/manuals/construct-3/behavior-reference/rotate

The **Rotate behavior** makes an object spin.

Scripting

When using JavaScript or TypeScript coding, the features of this behavior can be accessed via the IRotateBehaviorInstance script interface.

Rotate properties

Speed

The rate of rotation, in degrees per second. Use a positive value for clockwise rotation and negative for anticlockwise rotation.

Acceleration

The rate the rotation speed changes, in degrees per second per second. Use a positive value to accelerate clockwise and a negative to accelerate anticlockwise.

Enabled

Whether the behavior is initially enabled or disabled. If disabled, it can be enabled at runtime using the *Set enabled* action.

Preview Paid plans only

Enable to run a preview of the behavior directly in the Layout View.

Rotate conditions

Is enabled

Test if the behavior is currently enabled. When disabled it will have no effect on the object.

Rotate actions

Set acceleration
Set speed

Set the corresponding properties. See *Rotate properties*.

Set enabled

Enable or disable the movement. If disabled, the behavior will stop rotating the object.

Rotate expressions

Acceleration

Return the corresponding *Acceleration* property.

Speed

Return the current rotating speed, in degrees per second. A positive value indicates clockwise rotation and a negative value indicates anticlockwise rotation.