

[Products](#) [Services](#) [Developer Resources](#) [Contact STS](#) [About STS](#)

---

## Rotating an Image To Follow the Mouse



---

*Start with a transparent GIF or PNG image, and import it onto a card. — Editor*

Try this - it works:

```
-- card script

on mouseMove
  -- an "aim" checkbox turns it on/off
  if the hilite of btn "aim" = false then exit mouseMove

  put (the mouseH - (item 1 of the loc of img 1)) into x
  put (the mouseV - (item 2 of the loc of img 1)) into y
  set the angle of img 1 to ((atan2(x,y) *180) / pi) - 90
end mouseMove
```

(I forgot to use the 'mouseMove' params - if you do, that'll make it yours!)

---

*Posted 4/24/2002 by Phil Davis to the MetaCard List* ([See the complete post/thread](#))

---

[Print this tip](#)

---

[News and Rumors](#) [Products](#) [Services](#) [Developer Resources](#) [Contact STS](#) [About STS](#)

---

Copyright ©1997-2013 Sons of Thunder Software, Inc. All rights reserved.  
Send all comments to [webmaster@sonsofthunder.com](mailto:webmaster@sonsofthunder.com).

---