**rotate**

Function of rotation of objects at a preset angle relative to a preset point.

**Syntax:**

**rotate**(*P*,*a*,*name1, name2,…, namen*);

**Arguments:**

*P* – coordinates of *point* type that set the central point for rotation of objects*.*

*a* – rotation angle of objects,

*name1, name2,…,namen* – object names.

**Description:**

*rotate(P, a, name1, name2,…, namen) –* function of rotation of objects on the diagram named as *name1, name2,…,namen* at angle *a* relative to the center preset by *P* coordinates. Rotation angle is set in radians.

*P* input value can be set as a pre-defined variable or be set by expression (*x, y*), where *x* and *y* are for the point coordinates.

**Result:**

None*.*

**Example:**

|  |  |
| --- | --- |
|  | **var** oldfl: **boolean**;  **var** p:**point** = (10,0);  **if paintstep then begin**  fl = **flash**(500);  **if** fl<>oldfl **then begin**  **rotate**(p,0,78,FillRect, FillCircle)**;**  **end**;  oldfl = fl;  **end**; |

Execution of this example results in rotation of objects named as *FillRect* and *FillCircle* by ~45 degrees (0.78 radians) with 500 ms period relative to the center set by a point with coordinates (10.0) and their return to the initial position since result of rotation is reset on each step of simulation.