



Orbit a gameObject around another gameObject 2D.

<https://youtu.be/BtYXlt8NIUE>

You give the objects that needs to orbit this script. As soon as it appears it will look for the game Object with the tag Player and it will use that as the centerpoint. It will stay with this gameObject wherever it goes until you turn it off.

```
// Orbit game Object 2D//  
//by René Pol for the Script Library -2021- RP-Interactive.nl@//
```

```
using System.Collections;  
using System.Collections.Generic;  
using UnityEngine;  
  
public class Bonusspinner : MonoBehaviour  
{  
    public float xSpread;  
    public float ySpread;  
    private GameObject centerPoint;  
    public float rotSpeed;  
    public bool rotateClockWise;  
    float timer = 0;  
  
    private void Start()  
    {  
        centerPoint = GameObject.FindWithTag("Player");  
    }  
  
    private void Update()  
    {  
        timer += Time.deltaTime * rotSpeed;  
        Rotate();  
    }  
  
    void Rotate()  
    {  
        if (rotateClockWise)  
        {  
            float x = -Mathf.Cos(timer) * xSpread;  
            float z = Mathf.Sin(timer) * ySpread;  
            Vector3 pos = new Vector3(x, z, 0f);  
            transform.position = pos + centerPoint.transform.position;  
        }  
        else  
        {  
            float x = Mathf.Cos(timer) * xSpread;  
            float z = Mathf.Sin(timer) * ySpread;  
            Vector3 pos = new Vector3(x, z, 0f);  
            transform.position = pos + centerPoint.transform.position;  
        }  
    }  
}
```



In the inspector's view you can set the size of the radius (X and Y axis) as well as the rotation speed. This way you can make it fit the style of your game. You can choose the rotation direction aswell.