# Getting the total count of all Objects

This function will return the total count of all current objects.

## Code

```
orxU32 totalObjectsCount = orxStructure_GetCounter(orxSTRUCTURE_ID_OBJECT);
```

Counts of other structure types can also be called. See: orxSTRUCTURE_ID in the API

From:
https://www.orx-project.org/wiki/ - **Orx Learning**

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**https://www.orx-project.org/wiki/en/examples/objects/counting_all_objects**

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