

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

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

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