Counting Objects by Name

How to get a count of all objects with a particular name. In this case, both the ship and invader carry a bullet. This example counts all the BulletObjects.

Assets



Code

```
    int bulletObjectCount = 0;

    orxSTRUCTURE *objectToCheck =
orxStructure_GetFirst(orxSTRUCTURE_ID_OBJECT);
    while (objectToCheck != orxNULL){
        const orxSTRING name = orxObject_GetName(orxOBJECT(objectToCheck));

        if (orxString_Compare(name, "BulletObject") == 0){
            bulletObjectCount++;
        }

        objectToCheck = orxStructure_GetNext(objectToCheck);
    }

    //bulletObjectCount contains the total amount of active BulletObject(s).
```

Config

```
[ShipObject]
Graphic = ShipGraphic
Position = (150, 150, -0.1)
ChildList = BulletObject

[InvaderObject]
Graphic = InvaderGraphic
Position = (250, 150, -0.1)
ChildList = BulletObject

[BulletObject]
Graphic = BulletGraphic
Position = (0, 8, -0.1)
```

```
[ShipGraphic]
Texture = ship.png
Pivot = center

[InvaderGraphic]
Texture = invader.png
Pivot = center

[BulletGraphic]
Texture = spawner-bullet.png
Pivot = center
```

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

Permanent link:
https://www.orx-project.org/wiki/en/examples/objects/counting_objects_by_name

Last update: **2025/09/30 17:26 (14 months ago)**