

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]
```

Last
update:
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19:40 (4
years ago)

```
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**

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