Create Object

Code

```
orxOBJECT *heroObject = orxObject_CreateFromConfig("HeroObject");
```

Config

```
[HeroObject]
Graphic  = HeroGraphic
Position = (320, 200, 0)

[HeroGraphic]
Texture = hero.png
```

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

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