

# 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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[https://www.orx-project.org/wiki/en/examples/objects/create\\_object](https://www.orx-project.org/wiki/en/examples/objects/create_object)

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