

Getting a Child Object by Name from a Parent Object

Starting with a parent object, get the first Child Object by name.

Code

```
orxOBJECT* GetChildObjectFromScene(orxOBJECT *parentObject, orxSTRING
childName) {
    for (orxOBJECT *pstChild = orxObject_GetOwnedChild(parentObject);
        pstChild;
        pstChild = orxObject_GetOwnedSibling(pstChild))
    {
        const orxSTRING name = orxObject_GetName(pstChild);
        if (orxString_Compare(name, childName) == 0) {
            return pstChild;
        }
    }

    return orxNULL;
}
```

From:

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

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https://www.orx-project.org/wiki/en/examples/objects/get_child_object_by_name?rev=1526118579

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