

# 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

Permanent link:

[https://www.orx-project.org/wiki/en/examples/objects/get\\_child\\_object\\_by\\_name?rev=1526118579](https://www.orx-project.org/wiki/en/examples/objects/get_child_object_by_name?rev=1526118579)

Last update: 2025/09/30 17:26 (7 months ago)

