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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