Object with Children

Code

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

Config

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

[HeroChildObject]
Graphic = HeroGraphic
Position = (20, 20, 0)

[HeroGraphic]
Texture = hero.png
```

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

Permanent link:
https://www.orx-project.org/wiki/en/examples/objects/object_with_children?rev=1518583665

Last update: **2025/09/30 17:26 (14 months ago)**