

# 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**

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