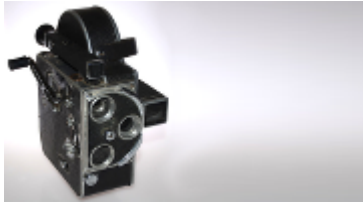
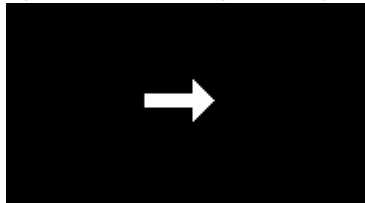


# Object Examples

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Object [✖ Fixing the Camera to an Object](#) [✖ Object with Children](#) [✖ Object shadow using a child](#) [✖ Non-rotating Children](#) [✖ Turning or Steering](#) [✖ Turning or Steering \(method 2\)](#) [✖ Getting Text or Font from an Object](#) [✖ Counting all Objects](#) [✖ Counting Objects by Name](#) [✖ Return an Object within a boxed area](#) [✖ Add a Timeline Track to an Object](#) [✖ Getting a Child Object by Name](#) [✖ Keep an Object facing the Mouse Position](#) [✖ Kill Parent Object When Children Die](#)



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