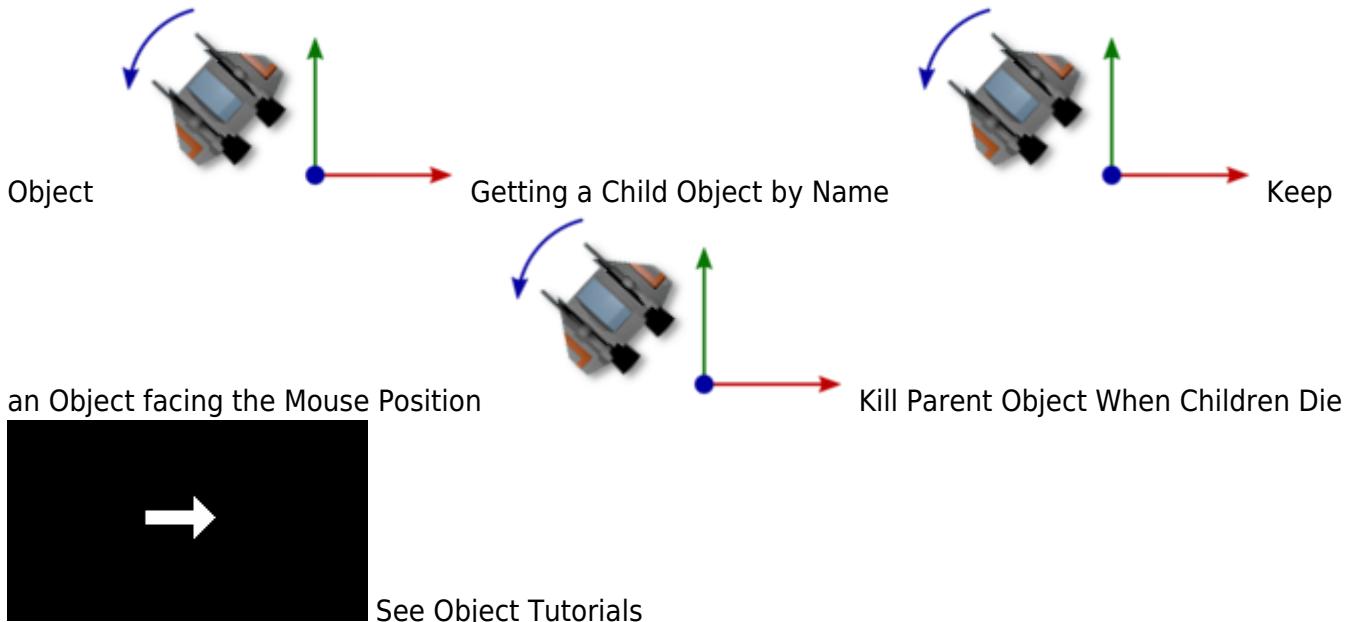


Object Examples

The diagram illustrates various object examples using a central camera icon with a blue dot and green and red arrows representing rotation and position.

- Create Object**: Shows a robot object with a blue arrow indicating rotation.
- Get and Set Rotation on an Object**: Shows a robot object with a blue arrow indicating rotation.
- Get the Name of an Object**: Shows a camera object with a blue arrow indicating rotation.
- Coloring an Object**: Shows a robot object with a blue arrow indicating rotation.
- Fixing the Camera to an Object**: Shows a camera object with a blue arrow indicating rotation.
- Object shadow using a child**: Shows a robot object with a blue arrow indicating rotation.
- with Children**: Shows a robot object with a blue arrow indicating rotation.
- Non-rotating Children**: Shows a car object with a blue arrow indicating rotation.
- Turning or Steering**: Shows a car object with a blue arrow indicating rotation.
- Turning or Steering (method 2)**: Shows a green background with the text "fonTs".
- Getting Text or Font from an Object**: Shows a green background with the text "fonTs".
- Counting all Objects**: Shows a green background with binary code: 1 010011101110101011 0111001010101001010 1000001011000110101 10011010010100000000 0.
- Name**: Shows a green background with the number 1 at the top and 0 at the bottom.
- Return an Object within a boxed area**: Shows a green background with a red X icon.
- Add a Timeline Track to an**: Shows a green background with a red X icon.



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Last update: **2025/09/30 17:26 (12 days ago)**

