Getting the Body from an Object

```
[Player]
Graphic = PlayerGraphic
Body    = PlayerBody

[PlayerBody]
PartList = PlayerBodyPart

[PlayerBodyPart]
Type  = box
Solid = true
```

```
orxOBJECT *playerObject = orxObject_CreateFromConfig("Player");
orxBODY *body = orxOBJECT_GET_STRUCTURE(playerObject, BODY);
```

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

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