Get 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);
```