Getting the BodyPart count on an Object

```
    //someObject defined elsewhere

    int count = 0;

    orxBODY *someBody = orxOBJECT_GET_STRUCTURE(someObject , BODY);

    orxBODY_PART *part = orxBody_GetNextPart(someBody, orxNULL);
    while (part != orxNULL){
        orxBODY_PART *nextPart = orxBody_GetNextPart(someBody, part);

        if (orxString_Compare(orxBody_GetPartName(part), "SomeBodyPart") ==
0) {
            count++;
        }
        part = nextPart;
    }

    return count;
```

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

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