

Change Text Object String

Code

```
orxOBJECT *scoreObject = orxObject_CreateFromConfig("ScoreObject");  
orxObject_SetTextString(scoreObject, (orxCHAR*)"123456");
```

Config

```
[ScoreObject]  
Graphic = ScoreGraphic  
Position = (20, 20, 0)  
  
[ScoreGraphic]  
Text = ScoreText  
Pivot = top left  
  
[ScoreText]  
String = 000000
```

From:

<https://www.orx-project.org/wiki/> - Orx Learning

Permanent link:

https://www.orx-project.org/wiki/en/examples/text_fonts/change_text_string

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