# 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**

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