

# 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
```

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