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?rev=1518583669

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