

Create Object

Code

```
orxOBJECT *heroObject = orxObject_CreateFromConfig("HeroObject");
```

Config

```
[HeroObject]  
Graphic = HeroGraphic  
Position = (320, 200, 0)  
  
[HeroGraphic]  
Texture = hero.png
```

From:

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

Permanent link:

https://wiki.orx-project.org/en/examples/objects/create_object

Last update: **2018/02/14 00:47 (7 years ago)**

