Delete a BodyPart from a ScrollObject by Name

```cpp
void Ship::DeleteBodyPartByName(const orxSTRING partName) {
    orxOBJECT *ship = this->GetOrxObject();
    orxBODY *body = orxOBJECT_GET_STRUCTURE(ship, BODY);

    for (orxBODY_PART *part = orxBody_GetNextPart(body, orxNULL); part; part
= orxBody_GetNextPart(body, part)) {
        if (orxString_Compare(orxBody_GetPartName(part), partName) == 0) {
            orxBody_RemovePart(part);
        }
    }
}
```

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

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