Getting the total count of all Objects

This function will return the total count of all current objects.

Code

orxU32 totalObjectsCount = orxStructure_GetCounter(orxSTRUCTURE_ID_OBJECT);

Counts of other structure types can also be called. See: orxSTRUCTURE ID in the API

From:

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

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Last update: 2025/09/30 17:26 (6 weeks ago)

