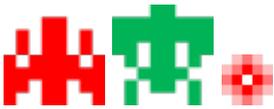


# Counting Objects by Name

How to get a count of all objects with a particular name. In this case, both the ship and invader carry a bullet. This example counts all the BulletObjects.

## Assets



## Code

```
int bulletObjectCount = 0;

orxSTRUCTURE *objectToCheck =
orxStructure_GetFirst(orxSTRUCTURE_ID_OBJECT);
while (objectToCheck != orxNULL){
    const orxSTRING name = orxObject_GetName(orxOBJECT(objectToCheck));

    if (orxString_Compare(name, "BulletObject") == 0){
        bulletObjectCount++;
    }

    objectToCheck = orxStructure_GetNext(objectToCheck);
}

//bulletObjectCount contains the total amount of active BulletObject(s).
```

## Config

```
[ShipObject]
Graphic = ShipGraphic
Position = (150, 150, -0.1)
ChildList = BulletObject

[InvaderObject]
Graphic = InvaderGraphic
Position = (250, 150, -0.1)
ChildList = BulletObject

[BulletObject]
Graphic = BulletGraphic
Position = (0, 8, -0.1)
```

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[ShipGraphic]

Texture = ship.png

Pivot = center

[InvaderGraphic]

Texture = invader.png

Pivot = center

[BulletGraphic]

Texture = spawner-bullet.png

Pivot = center

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