

Create Object

Code

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

Config

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

From:

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

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

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