

# Getting a Child Object by Name from a Parent Object

Starting with a parent object, get the first Child Object by name.

## Code

```
orxOBJECT* GetChildObjectFromScene(orxOBJECT *parentObject, orxSTRING
childName) {
    for (orxOBJECT *pstChild = orxObject_GetOwnedChild(parentObject);
        pstChild;
        pstChild = orxObject_GetOwnedSibling(pstChild))
    {
        const orxSTRING name = orxObject_GetName(pstChild);
        if (orxString_Compare(name, childName) == 0) {
            return pstChild;
        }
    }

    return orxNULL;
}
```

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