# 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;
}
```

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

Permanent link:
**https://orx-project.org/wiki/en/examples/objects/get_child_object_by_name?rev=1526118579**

Last update: **2025/09/30 17:26 (14 months ago)**