# Get OrxObject by Traversing Structures

```
orxSTRUCTURE *structure = orxStructure_GetFirst(orxSTRUCTURE_ID_OBJECT);
while (structure != orxNULL){
    orxOBJECT *object = orxOBJECT(structure);
    const orxSTRING objectName = orxObject_GetName(object);
    orxSTRUCTURE *nextStructure = orxStructure_GetNext(structure);
    if (orxString_Compare(objectName , "SomeObjectName") == 0){
        orxObject_SetLifeTime(orxOBJECT(structure), orx2F(0.0));
    }
    structure = nextStructure;
}
```

## See also

Object Traversing in the tutorial section for other methods.

Code example by gemberkoekje

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