

# Object with Children

## Code

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

## Config

```
[HeroObject]
Graphic = HeroGraphic
Position = (320, 200, 0)
ChildList = HeroChildObject

[HeroChildObject]
Graphic = HeroGraphic
Position = (20, 20, 0)

[HeroGraphic]
Texture = hero.png
```

From:

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

Permanent link:

[https://orx-project.org/wiki/en/examples/objects/object\\_with\\_children](https://orx-project.org/wiki/en/examples/objects/object_with_children)

Last update: **2025/09/30 17:26 (4 months ago)**

