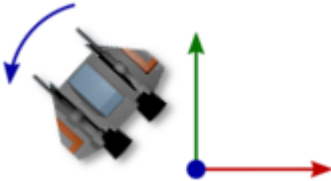
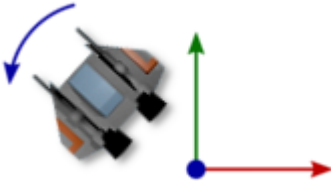


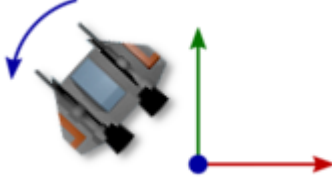
# Object Examples



Create Object

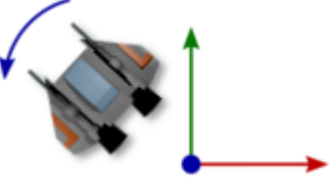


Get and Set Rotation on an

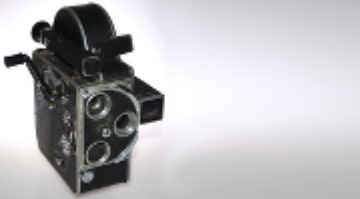


Object

Get the Name of an Object

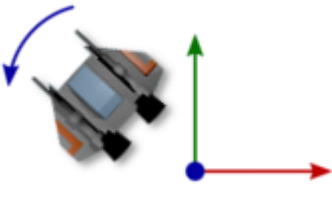


Coloring an




Object

Fixing the Camera to an Object




Object




with Children


Object shadow using a child



Non-rotating Children

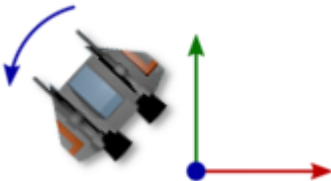
Turning or Steering



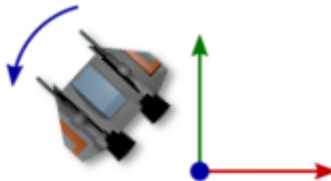


Turning or Steering (method 2)

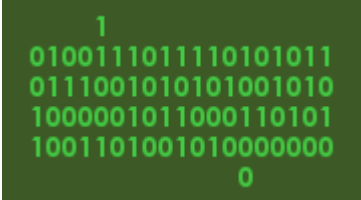
Getting Text or Font from an Object



Counting all Objects

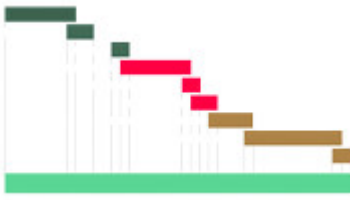


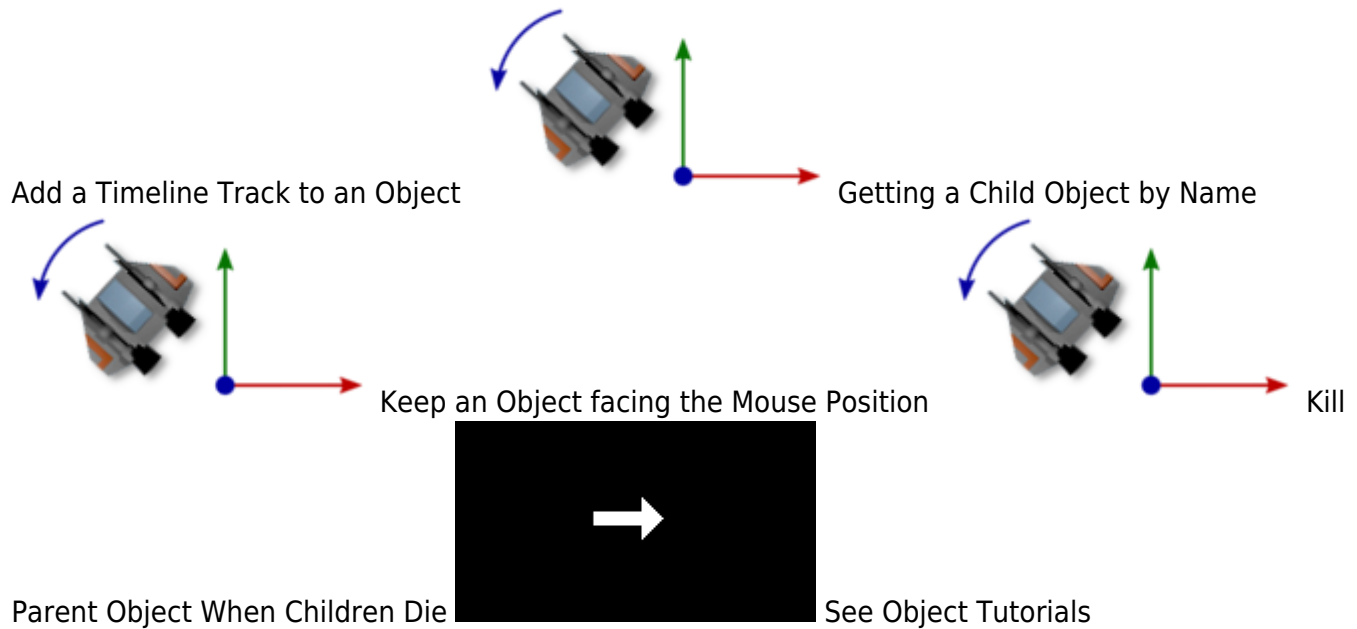
Counting Objects by



Name

Return an Object within a boxed area





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