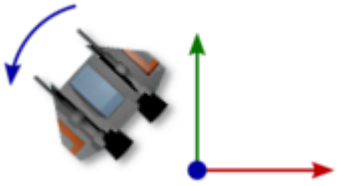
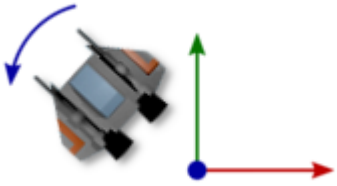
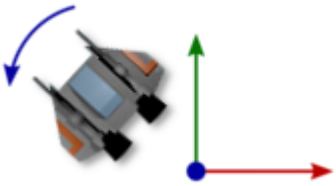
Object Examples



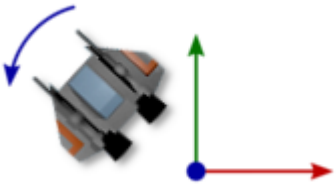
Create Object



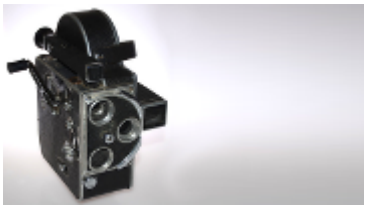
Get and Set Rotation on an Object



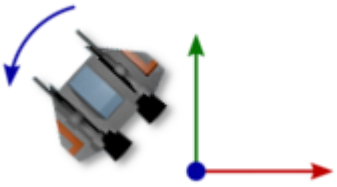
Get the Name of an Object



Coloring an Object



Fixing the Camera to an Object



Object with Children



Object shadow using a child



Non-rotating Children



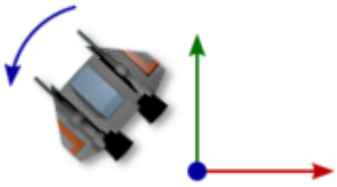
Turning or Steering



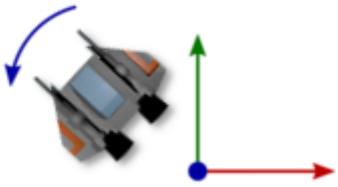
Turning or Steering (method 2)



Getting Text or Font from an Object



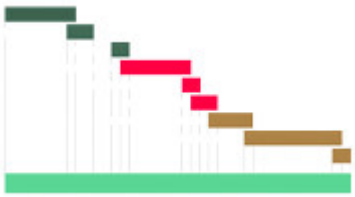
Counting all Objects

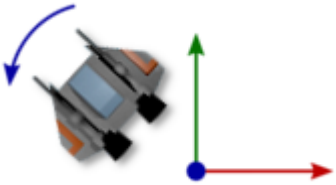


Counting Objects by Name



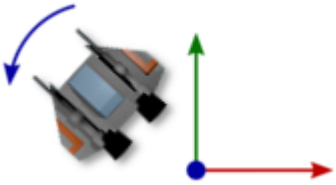
Return an Object within a boxed area



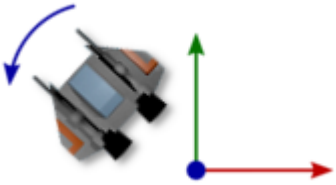


Add a Timeline Track to an Object

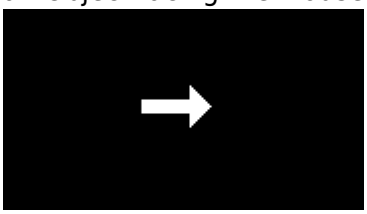
Getting a Child Object by Name



Keep an Object facing the Mouse Position



Kill Parent Object When Children Die



See Object Tutorials

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