

# 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](#)

From:

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

Permanent link:

<https://orx-project.org/wiki/en/examples/objects?rev=1536914394>

Last update: **2025/09/30 17:26 (7 months ago)**

