## **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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Last update: 2020/08/06 04:24 (5 years ago)

