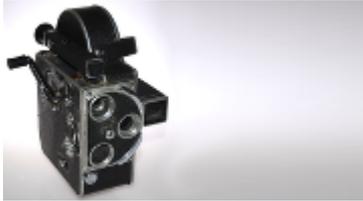
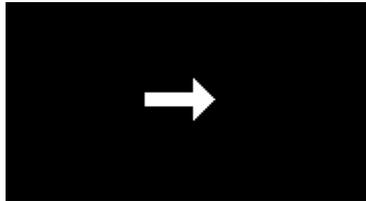


# Object Examples

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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



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