Getting the Body from an Object

```
[Player]
Graphic = PlayerGraphic
Body = PlayerBody

[PlayerBody]
PartList = PlayerBodyPart

[PlayerBodyPart]
Type = box
Solid = true

orxOBJECT *playerObject = orxObject CreateFromConfig("Player");
```

From:

https://orx-project.org/wiki/ - Orx Learning

Permanent link:

https://orx-project.org/wiki/en/examples/physics/get body from object

orxBODY *body = orxOBJECT_GET_STRUCTURE(playerObject, BODY);

Last update: 2025/09/30 17:26 (6 weeks ago)

