## **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?rev=1531573400

orxBODY \*body = orxOBJECT\_GET\_STRUCTURE(playerObject, BODY);

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