

# Getting the BodyPart count on an Object

```
//someObject defined elsewhere

int count = 0;

orxBODY *someBody = orxOBJECT_GET_STRUCTURE(someObject , BODY);

orxBODY_PART *part = orxBody_GetNextPart(someBody, orxNULL);
while (part != orxNULL){
    orxBODY_PART *nextPart = orxBody_GetNextPart(someBody, part);

    if (orxString_Compare(orxBody_GetPartName(part), "SomeBodyPart") ==
0) {
        count++;
    }
    part = nextPart;
}

return count;
```

From:

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