

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:

<https://orx-project.org/wiki/> - **Orx Learning**

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https://orx-project.org/wiki/en/examples/physics/get_bodypart_count_on_object?rev=1657682363

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