

# Find Spawner by Name

## Code

```
orxSTRUCTURE *structure = orxStructure_GetFirst(orxSTRUCTURE_ID_SPAWNER);
{
    while (structure != orxNULL){
        orxSPAWNER *spawn = orxSPAWNER(structure);
        if (orxString_Compare(orxSpawner_GetName(spawn), spawnerName) == 0)
            return spawn;
        else {
            structure = orxStructure_GetNext(structure );
        }
    }
}
```

Code example by gemberkoekje

From:

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



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