

# 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) ==  
) {  
        return spawn;  
    } else {  
        structure = orxStructure_GetNext(structure);  
    }  
}
```

Code example by gemberkoekje

From:

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

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