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**

Permanent link:
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Last update: **2025/09/30 17:26 (14 months ago)**