

# 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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