

Part 6 - Objects

Sprites in Orx are called Objects. These are the heart of games in Orx.

Our platform game is going to need a hero. Let's replace the default object in our game with a hero object.

We will need a graphic image for the hero. There's one available over in the Orx project in object assets folder: `orx/tutorial/data/object`. Look for `soldier.png`:



Copy this file into your `MyGame/data/texture` folder.

Next, we need to create a graphic in the `MyGame.ini` config that knows about the `soldier.png` image:

```
[HeroGraphic]
Texture      = soldier.png
```

Next, let's create an actual object that will use the `HeroGraphic`:

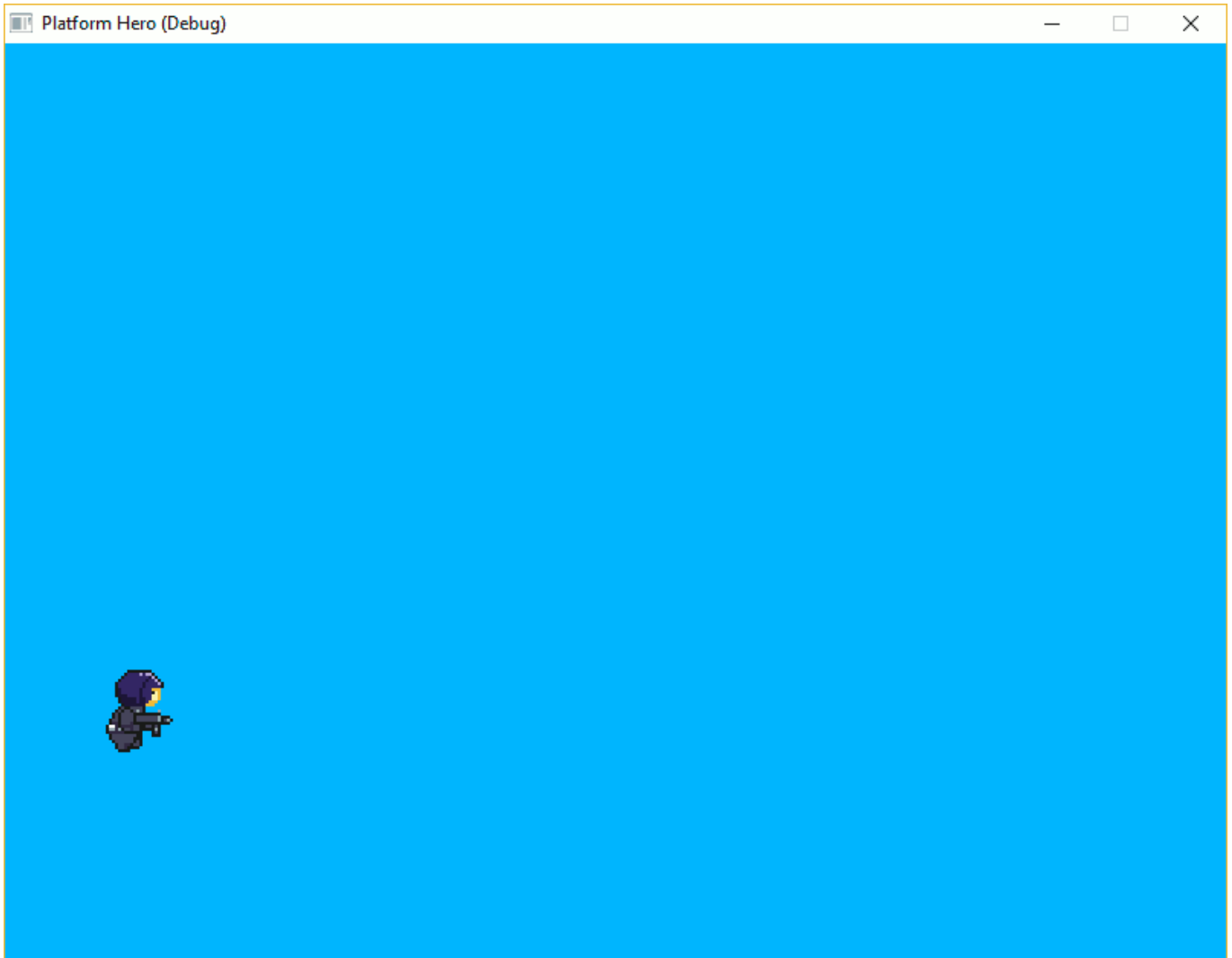
```
[HeroObject]
Graphic      = HeroGraphic
Position     = (-350, 100, 0)
Scale        = 2
```

When a `HeroObject` is created in code, he will be placed at co-ordinates `-350, 100` on the screen (from the center) and scaled up `2x` in size.

In the `Init()` function, replace the `orxObject_CreateFromConfig("Scene");` with our:

```
orxObject_CreateFromConfig("HeroObject");
```

Compile and run. You should get the following:



So that's great! Now you might be wondering, how does HeroGraphic know how to get `solder.png` from the `data/texture` folder? The answer is in the [Resource] section:

```
[Resource]  
Texture = ../data/texture
```

We can specify multiple paths here and we will do so further down the track.

So good job! Next step is to animate our soldier.

Next: [Part 7 - Spritesheets and Animation](#).

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- [Part 1 - Downloading Orx](#)
 - [Part 2 - How Orx works](#)
 - [Part 3 - Setting up a new game project](#)
 - [Part 4 - A tour of an Orx project](#)
 - [Part 5 - Viewport and the camera](#)
 - [Part 6 - Objects](#)
 - [Part 7 - Spritesheets and Animation](#)

- [Part 8 - Platforms and Texture Repeating](#)
- [Part 9 - Physics](#)
- [Part 10 - Input Controls](#)
- [Part 11 - Running and Standing](#)
- [Part 12 - Changing Direction](#)
- [Part 13 - Getting our hero to shoot](#)
- [Part 14 - FX](#)
- [Part 15 - Collision Events.](#)
- [Part 16 - Jelly Monsters](#)
- [Part 17 - Timeline Tracks](#)
- [Part 18 - Exploding Monsters](#)
- [Part 19 - The Hero's survival.](#)
- [Part 20 - Text and Game Over](#)

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