## **Animation frame overriding**

## **Assets**



## Code

```
orxObject_CreateFromConfig("JellyObject");
```

## **Config**

```
[JellyObject]
Graphic = JellyGraphic
AnimationSet = JellyAnimationSet
Position = (200, 100, 0)
[JellyGraphic]
          = jelly.png
Texture
TextureOrigin = (0, 0, 0)
TextureSize = (32, 32, 0)
Pivot = center
[JellyAnimationSet]
Texture
                  = jelly.png
              = (32, 32, 0)
FrameSize
              = 0.1
KeyDuration
              = JellyWobbleAnim
StartAnim
Pivot
              = center
; The two following lines are not necessary anymore as they're now identical
to the default behavior (as many frames as can fit in the texture +
automatically looping onto self)
JellyWobbleAnim
                 = -1
JellyWobbleAnim-> = JellyWobbleAnim
[JellyWobbleAnim0003]
Texture 0 rigin = (0, 0, 0)
[JellyWobbleAnim0004]
TextureOrigin = (64, 0, 0)
```

Last

update:
2025/09/30 en:examples:animation:animation\_frame\_overriding https://orx-project.org/wiki/en/examples/animation/animation\_frame\_overriding?rev=1533748072
17:26 (6
weeks ago)

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Last update: 2025/09/30 17:26 (6 weeks ago)

