

# Animation frame overriding

## Assets



## Code

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

## Config

```
[JellyObject]
Graphic      = JellyGraphic
AnimationSet = JellyAnimationSet
Position     = (200, 100, 0)

[JellyGraphic]
Texture      = jelly.png
TextureOrigin = (0, 0, 0)
TextureSize  = (32, 32, 0)
Pivot       = center

[JellyAnimationSet]
Texture      = jelly.png
FrameSize   = (32, 32, 0)
KeyDuration = 0.1
StartAnim   = JellyWobbleAnim
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]
TextureOrigin = (0, 0, 0)

[JellyWobbleAnim0004]
TextureOrigin = (64, 0, 0)
```

Last update: 2025/09/30 17:26 (8 months ago) en:examples:animation:animation\_frame\_overriding [https://orx-project.org/wiki/en/examples/animation/animation\\_frame\\_overriding?rev=1533748072](https://orx-project.org/wiki/en/examples/animation/animation_frame_overriding?rev=1533748072)

---

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

Permanent link: [https://orx-project.org/wiki/en/examples/animation/animation\\_frame\\_overriding?rev=1533748072](https://orx-project.org/wiki/en/examples/animation/animation_frame_overriding?rev=1533748072)

Last update: **2025/09/30 17:26 (8 months ago)**

