

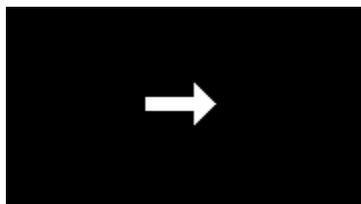
# Configuration Examples

```
[ShipObject@ObjectDefaults]
Graphic      = ShipGraphic
Position    = (400, 550, 0)
Scale       = (4, 4, 0)
Body        = ShipBody
```

Getting the source section of a value

```
[ShipObject@ObjectDefaults]
Graphic      = ShipGraphic
Position    = (400, 550, 0)
Scale       = (4, 4, 0)
Body        = ShipBody
```

Random



values in Config  
Config (Data Driven) Tutorials

Dynamic FX Values

See

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

Permanent link:  
<https://orx-project.org/wiki/en/examples/config/main>

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