

# Adding FX to an Object

## Code

```
orxObject_AddFX(heroObject, "HitPowerPill");
```

## Config

```
[HitPowerPill]
SlotList = ColorFlash

[ColorFlash]
Type      = color
StartTime = 0.0
EndTime   = 1.0
Curve     = sine
Absolute  = true
Period    = 0.5
EndValue  = (0, 128, 255)
StartValue = (255, 255, 255)
```



Note: if you want to know how to add fx to an object using config, see: [Object](#) (FXList property) and [FX](#)

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