

Fade an Object with Alpha FX

Code

```
orxObject_CreateFromConfig("Object");
```

Config

```
[Object]  
Graphic      = Graphic  
FXList      = AlphaFX  
  
[Graphic]  
Texture     = mushroom.png  
Pivot       = center  
  
[AlphaFX]  
SlotList    = AlphaFXSlot  
Loop        = true  
  
[AlphaFXSlot]  
Type        = alpha  
StartTime   = 0  
EndTime     = 2  
Curve       = sine  
StartValue  = 1  
EndValue    = 0  
Absolute    = true
```

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

Permanent link:
https://orx-project.org/wiki/en/examples/fx/fade_object_with_alpha_fx?rev=1518583662

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