

# Flickering Light FX

## Code

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

## Asset



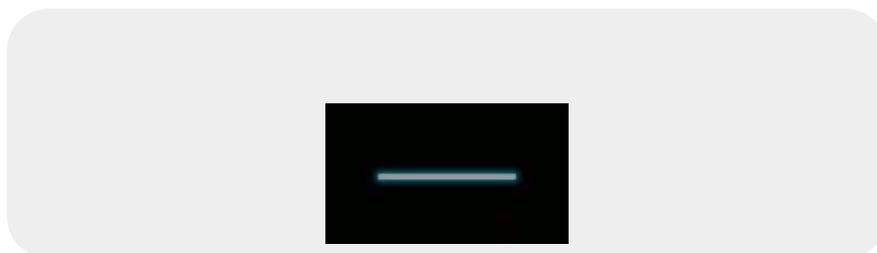
## Config

```
[Object]
Graphic      = @
Texture      = fluro.png
FXList       = FlickerFX

[FlickerFX]
SlotList     = FlickerFXSlot
Loop         = true

[FlickerFXSlot]
Type         = alpha
StartTime    = 0.0
EndTime      = 0.10
Curve        = sine
Absolute     = true
StartValue   = 0.5
EndValue     = 1.0
```

## Result



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

Permanent link:  
[https://orx-project.org/wiki/en/examples/fx/light\\_flicker\\_fx](https://orx-project.org/wiki/en/examples/fx/light_flicker_fx)

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

