

Move an Object with Position FX

Code

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

Config

```
[Object]
Graphic      = Graphic
FXList      = PositionFX

[Graphic]
Texture      = mushroom.png
Pivot        = center

[PositionFX]
SlotList    = PositionFXSlot
Loop        = true

[PositionFXSlot]
Type        = position
StartTime   = 0
EndTime     = 2
Curve       = sine
StartValue  = (0,0,0)
EndValue    = (200,0,0)
Absolute    = false
```

From:

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

Permanent link:

https://orx-project.org/wiki/en/examples/fx/move_object_with_position_fx

Last update: **2018/02/14 00:47 (7 years ago)**

