# 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: **2025/09/30 17:26 (14 months ago)**