Zoom an Object with Scale FX

Code

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

Config

```
[Object]
Graphic         = Graphic
FXList     = ScaleUpFX

[Graphic]
Texture       = mushroom.png
Pivot         = center

[ScaleUpFX]
SlotList = ScaleUpFXSlot
Loop     = true

[ScaleUpFXSlot]
Type       = scale
StartTime  = 0
EndTime        = 2
Curve      = sine
StartValue = 1.0
EndValue   = 4.0
Absolute   = true
```

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

Permanent link:
https://orx-project.org/wiki/en/examples/fx/zoom_object_with_scale_fx

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