

# 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

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[https://orx-project.org/wiki/en/examples/fx/zoom\\_object\\_with\\_scale\\_fx](https://orx-project.org/wiki/en/examples/fx/zoom_object_with_scale_fx)

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