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
```