

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?rev=1518583663

Last update: **2025/09/30 17:26 (8 months ago)**

