Object shadow using a child

Assets



Code

```
orxObject_CreateFromConfig("CannonObject");
```

Config

```
[CannonObject]
Graphic = CannonGraphic
Smoothing = true
Position = (300, 200, -0.1)
Rotation = -45
ChildList = CannonShadow

[CannonGraphic]
Texture = cannon.png
Pivot = (18.5, 26, 0)


[CannonShadow]
Graphic = CannonShadowGraphic
Position = (-20, 20, 0.0)
IgnoreFromParent = position.rotation

[CannonShadowGraphic@CannonGraphic]
Texture = cannon-shadow.png
Alpha = 0.5
```

Result



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

Permanent link:
https://orx-project.org/wiki/en/examples/objects/object_with_shadow?rev=1518583666

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