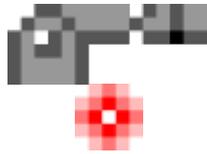


Spawner on an Object

Assets



Code

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

Config

```
[BulletObject]
Graphic = BulletGraphic
Speed = (300, -15, 0) ~ (300, 15, 0) ;each bullet goes right with
variable height.
LifeTime = 2.0

[BulletGraphic]
Texture = spawner-bullet.png

[CannonObject]
Graphic = CannonGraphic
Position = (100, 100, 0)
Scale = 5
Spawner = CannonSpawner

[CannonGraphic]
Texture = spawner-gun.png

[CannonSpawner]
Object = BulletObject
WaveSize = 1
WaveDelay = 0.2
ActiveObject = 10
Position = (10, -1, 0)
```

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

Permanent link:
https://orx-project.org/wiki/en/examples/spawners/spawner_on_an_object

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