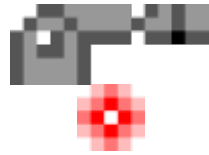


Spawner on an Object

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)
```

Last update: 2025/09/30 17:26 (8 months ago) en:examples:spawners:spawner_on_an_object https://orx-project.org/wiki/en/examples/spawners/spawner_on_an_object?rev=1518583668

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

Permanent link: https://orx-project.org/wiki/en/examples/spawners/spawner_on_an_object?rev=1518583668

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

