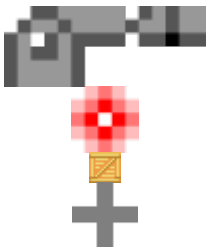
Spawning Random Objects

Assets



Code

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

Config

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

[RedBulletGraphic]
Texture = spawner-bullet.png

[PlusBulletObject]
Graphic  = PlusBulletGraphic
Speed    = (300, -15, 0) ~ (300, 15, 0)
LifeTime = 2.0

[PlusBulletGraphic]
Texture = plus.png

[BoxBulletObject]
Graphic  = BoxBulletGraphic
Speed    = (300, -15, 0) ~ (300, 15, 0)
LifeTime = 2.0

[BoxBulletGraphic]
Texture = box.png


[CannonObject]
```

```
Graphic  = CannonGraphic
Position = (100, 100, 0)
Scale    = 5
Spawner  = CannonSpawner

[CannonGraphic]
Texture = spawner-gun.png

[CannonSpawner]
Object        = RedBulletObject # PlusBulletObject # BoxBulletObject ;here
is the point. A random chosen spawn.
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/spawning_random_objects

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