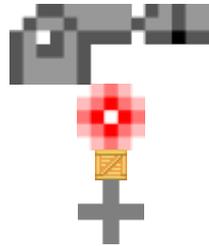


Spawning Random Objects

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?rev=1518583669

Last update: **2025/09/30 17:26 (7 months ago)**

