

# Add a Timeline Track to an Object using Code

## Code

```
orxOBJECT *dummy =  
orxObject_CreateFromConfig("BringUpGameOverTimelineObject");  
orxObject_AddTimeLineTrack(dummy, "BringUpGameOverTimeline");  
orxObject_EnableTimeLine(dummy, orxTRUE);
```

## Config

```
[BringUpGameOverTimelineObject]  
  
[BringUpGameOverTimeline]  
2.0 = "ShowGameOver"
```

Code example by gemberkoekje

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

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[https://orx-project.org/wiki/en/examples/tracks\\_commands/add\\_timeline\\_track\\_to\\_object](https://orx-project.org/wiki/en/examples/tracks_commands/add_timeline_track_to_object)

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