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**

Permanent link:
https://orx-project.org/wiki/en/examples/tracks_commands/add_timeline_track_to_object

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