Part 14 – FX

Every game needs an objective. In our game, the hero needs to the top of the platforms to reach the flashing star.

We don't have a star asset, so I've provided one below:

Right and click this image and save it as “star.png” in the `data/texture` folder in our project.

Create a object section for this star and position it at the top right hand platform:

```
[StarGraphic]
Texture = star.png

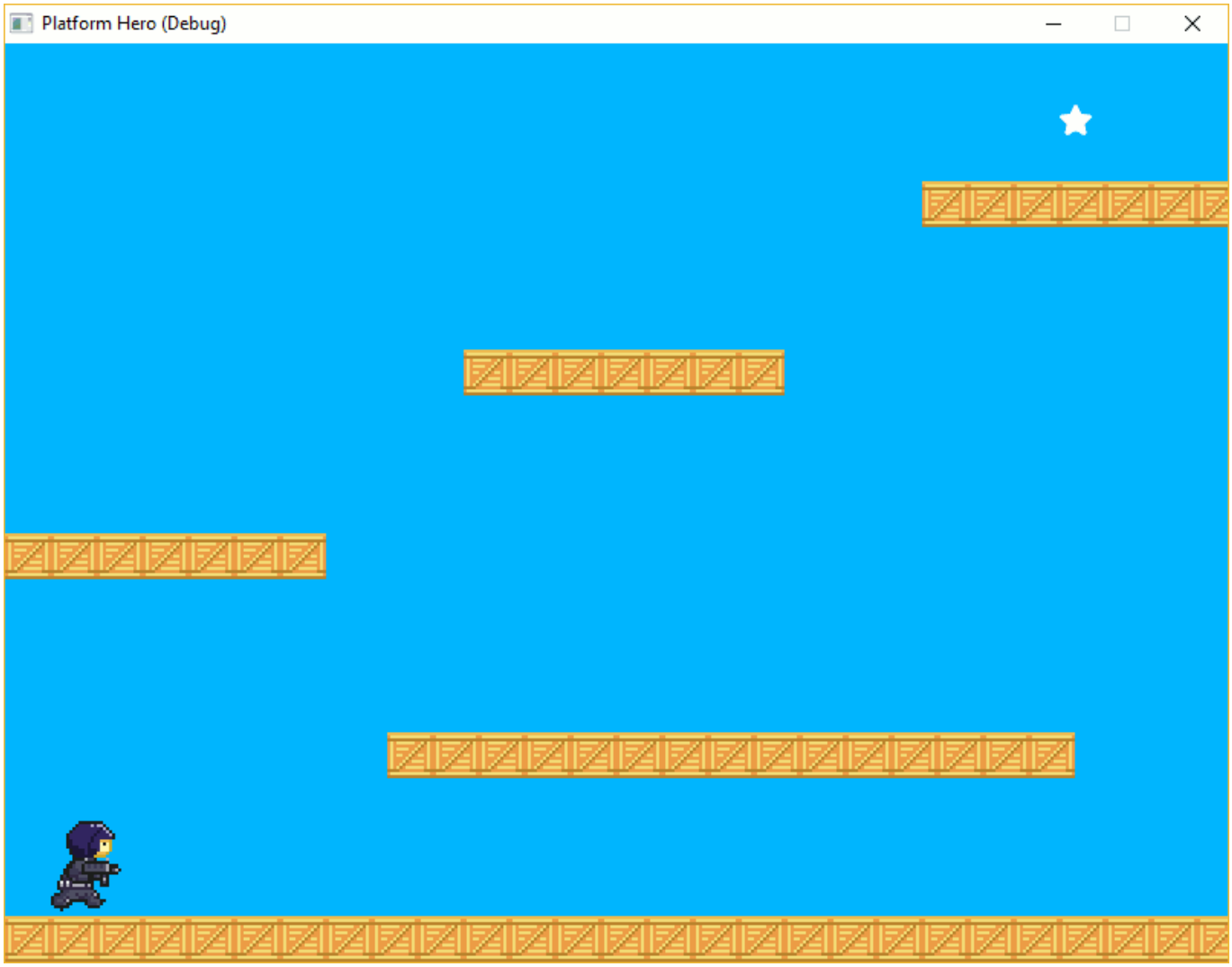
[StarObject]
Graphic  = StarGraphic
Position = (290, -260, 0)
```

Add the star to the Scene section's child list so that it is created when the platforms are:

```
[Scene]
ChildList = PlatformObject # MiddlePlatformObject #
TopLeftPlatformObject # TopPlatformObject # TopRightPlatformObject #
StarObject
```

(Don't forget the # on the line above `StarObject`).

Run the game and you will have a star in the top right hand corner:



It will be nice if the star pulses colour and slowly turns. We can use two FXSlot sections for this:

```
[StarFlashSlotFX]
Type       = color
Curve      = sine
StartTime  = 0
EndTime      = 1
Absolute   = true
StartValue = (255,0,0)
EndValue   = (255,255,0)

[StarRotateSlotFX]
Type       = rotation
Curve      = linear
StartTime  = 0
EndTime    = 2
StartValue = 0
EndValue   = 359
```

Now group the two slots under one FX section:

```
[StarFX]
SlotList    = StarFlashSlotFX # StarRotateSlotFX
```

```
KeepInCache = true
Loop        = true
```

The FX section will be in charge of ensuring they stay in memory and that they both loop.

Add the FX to the StarObject:

```
[StarObject]
Graphic  = StarGraphic
Position = (290, -260, 0)
FXList   = StarFX
```

Cool. Run that and the star should turn and flash.

The only problem is that the turning pivot for the star is a little off. Fix that on the StarGraphic:

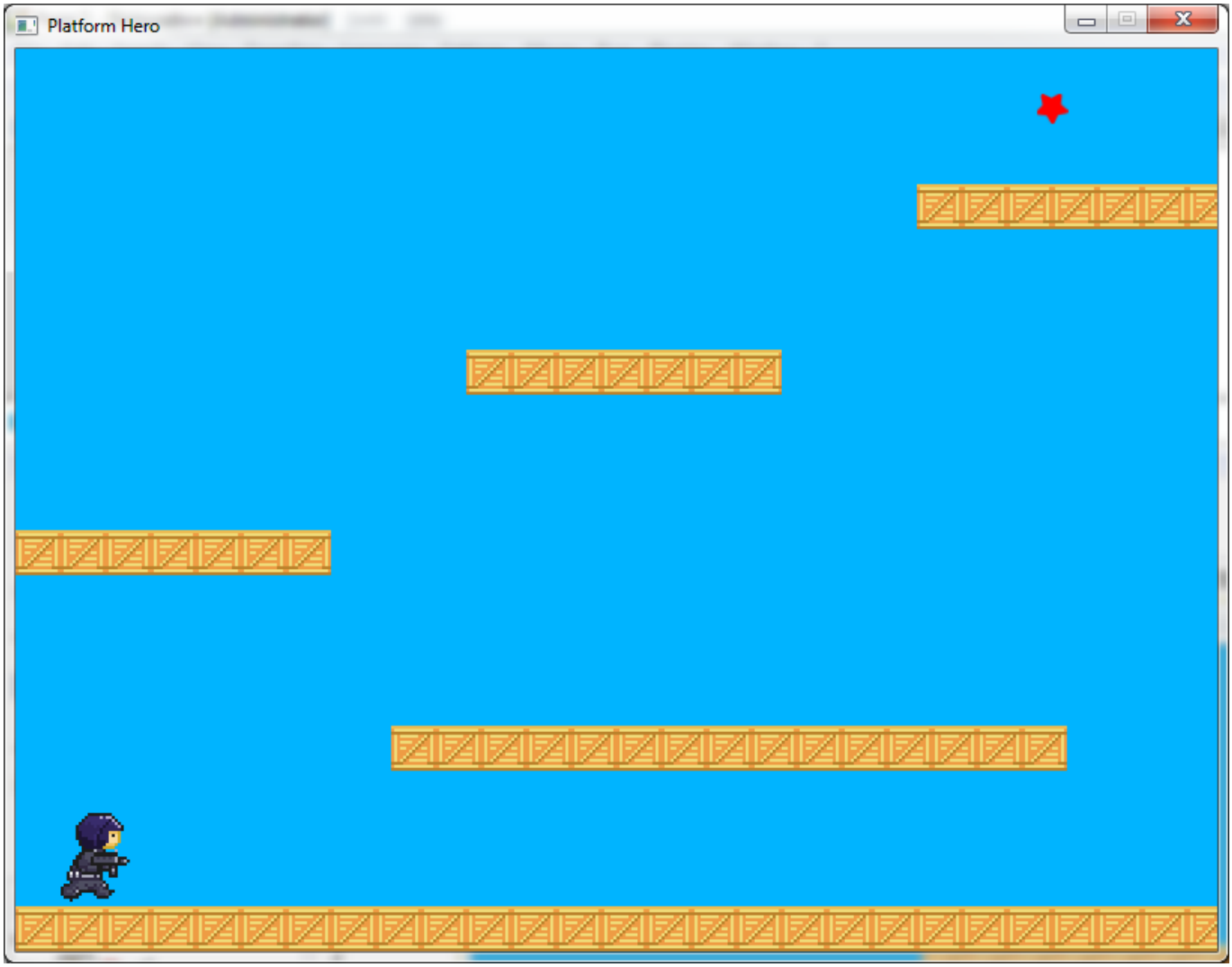
```
[StarGraphic]
Texture = star.png
Pivot   = center
```

Run that. And it will turn nicely.

One more tweak, a minor detail: As the sprite is turning, there are some jaggies. Smooth them out my applying `Smoothing` to the `StarObject`:

```
[StarObject]
Graphic   = StarGraphic
Position  = (290, -260, 0)
FXList    = StarFX
Pivot     = center
Smoothing = true
```

Run that and you should get:



Great! Next, is to make the hero collide with the star in order to win the game.

The star object will need a static body, with a solid body part:

```
[StarBody]
Dynamic   = false
PartList = StarBodyPart

[StarBodyPart]
Type        = box
Solid       = true
SelfFlags   = star
CheckMask   = hero
```

And add the body to the `StarObject`:

```
[StarObject]
Graphic   = StarGraphic
Position  = (290, -260, 0)
FXList    = StarFX
Smoothing = true
Body      = StarBody
```

We've also declared flags to make sure that we only care if the star collides with the hero and nothing else.

We will set that collision up in a moment.

Next: Part 15 – Collision Events.

- Part 1 – Downloading Orx
- Part 2 – How Orx works
- Part 3 – Setting up a new game project
- Part 4 – A tour of an Orx project
- Part 5 – Viewport and the camera
- Part 6 – Objects
- Part 7 – Spritesheets and Animation
- Part 8 – Platforms and Texture Repeating
- Part 9 – Physics
- Part 10 – Input Controls
- Part 11 – Running and Standing
- Part 12 – Changing Direction
- Part 13 – Getting our hero to shoot
- Part 14 – FX
- Part 15 – Collision Events.
- Part 16 – Jelly Monsters
- Part 17 – Timeline Tracks
- Part 18 – Exploding Monsters
- Part 19 – The Hero's survival.
- Part 20 – Text and Game Over

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

Permanent link:
https://orx-project.org/wiki/en/guides/beginners/fx

Last update: **2025/09/30 17:26 (14 months ago)**