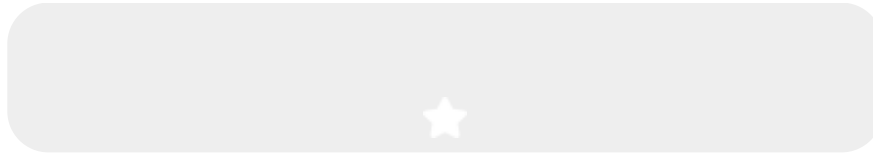


Part 14 - FX

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:

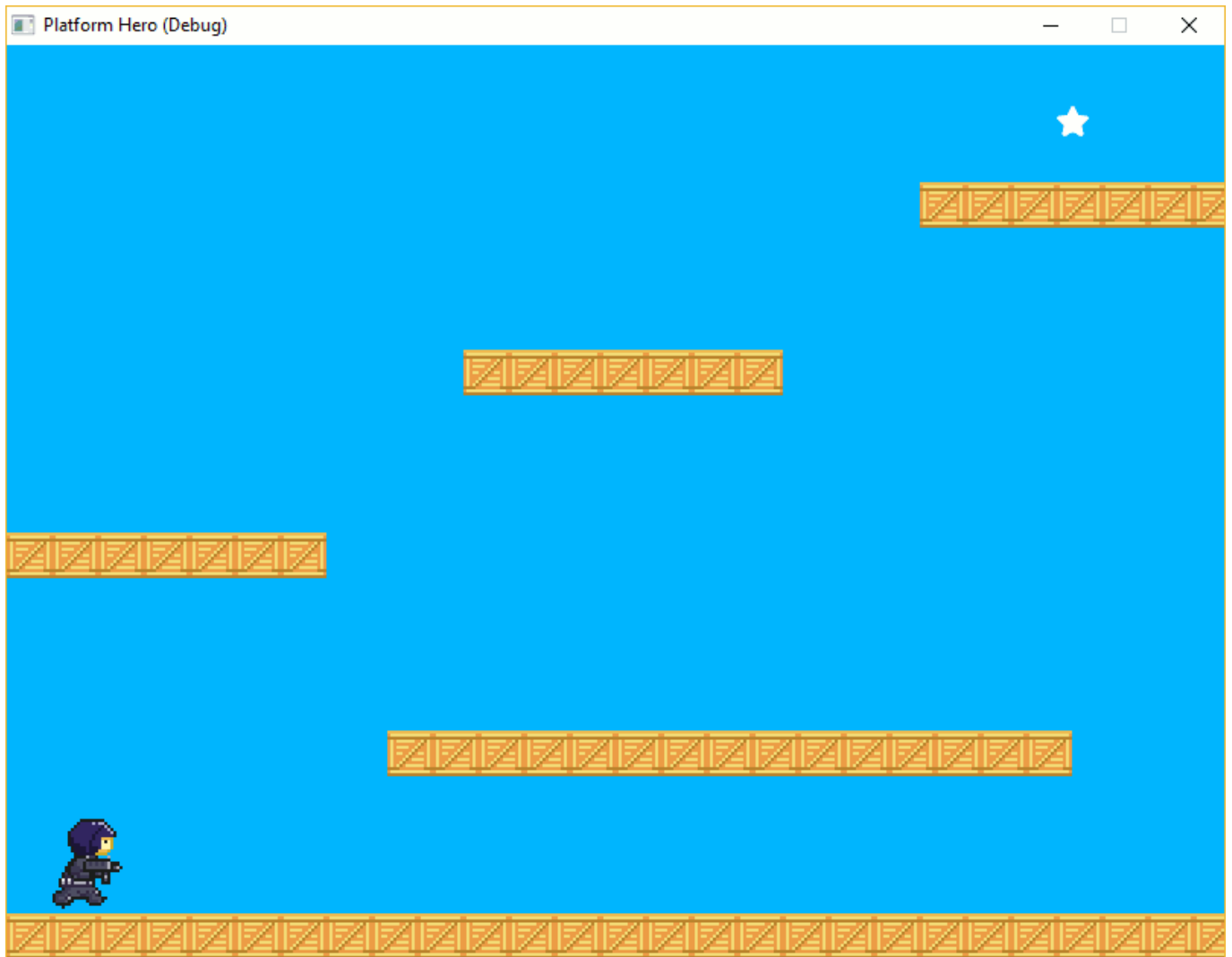
```
[StarGraphic]
Texture = star.png

[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
```

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:

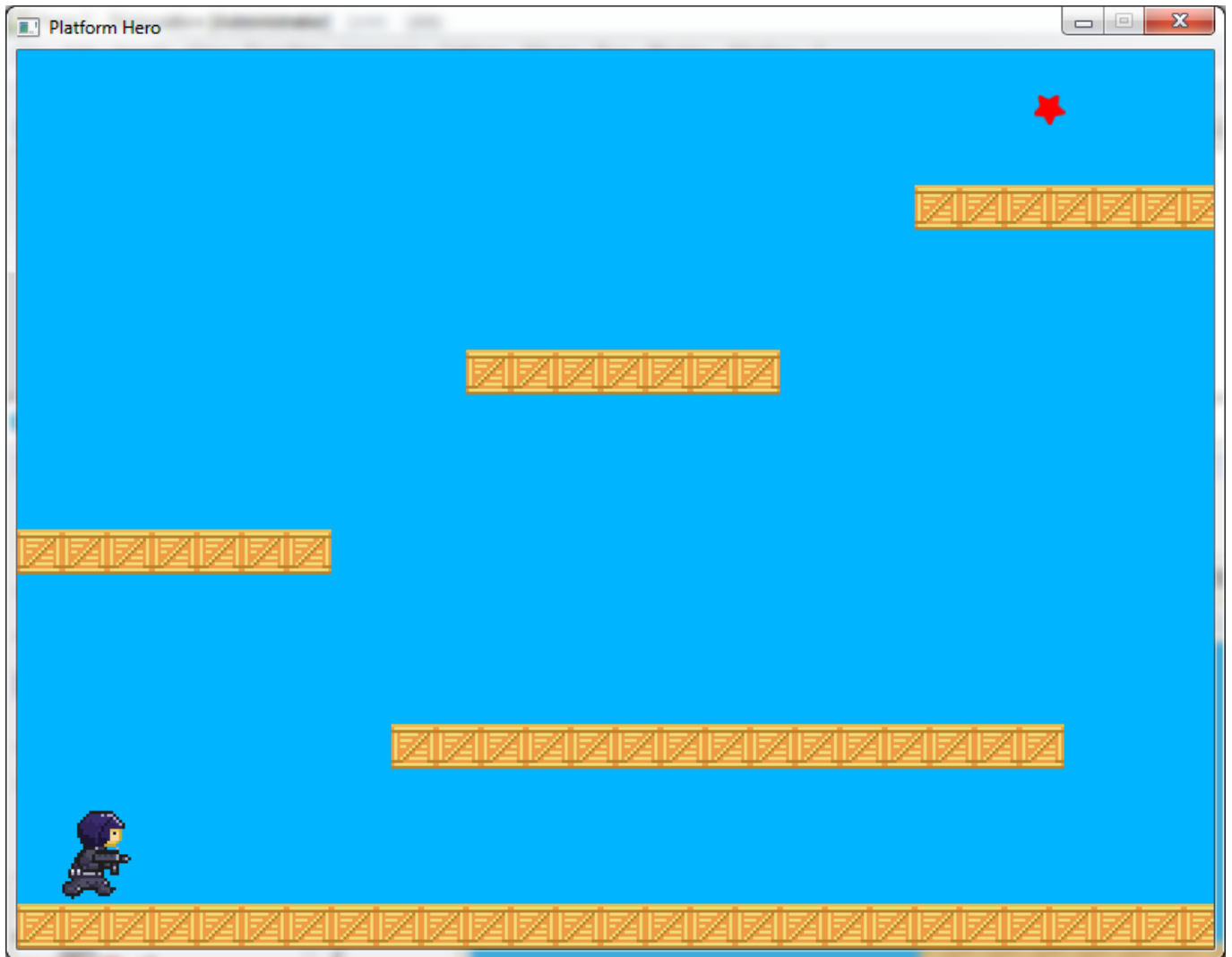
```
[StarGraphic]  
Texture = star.png  
Pivot   = center
```

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 by applying Smoothing to the StarObject:

```
[StarObject]  
Graphic   = StarGraphic  
Position  = (690, 40, 0)  
FXList    = StarFX  
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](#)
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- [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](#)

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