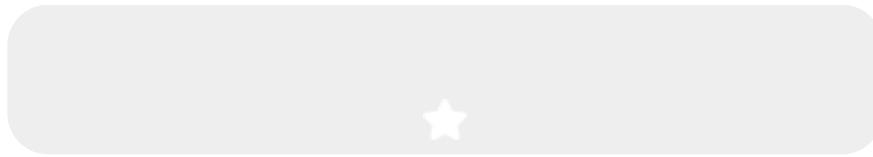


Part 14 - FX

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:

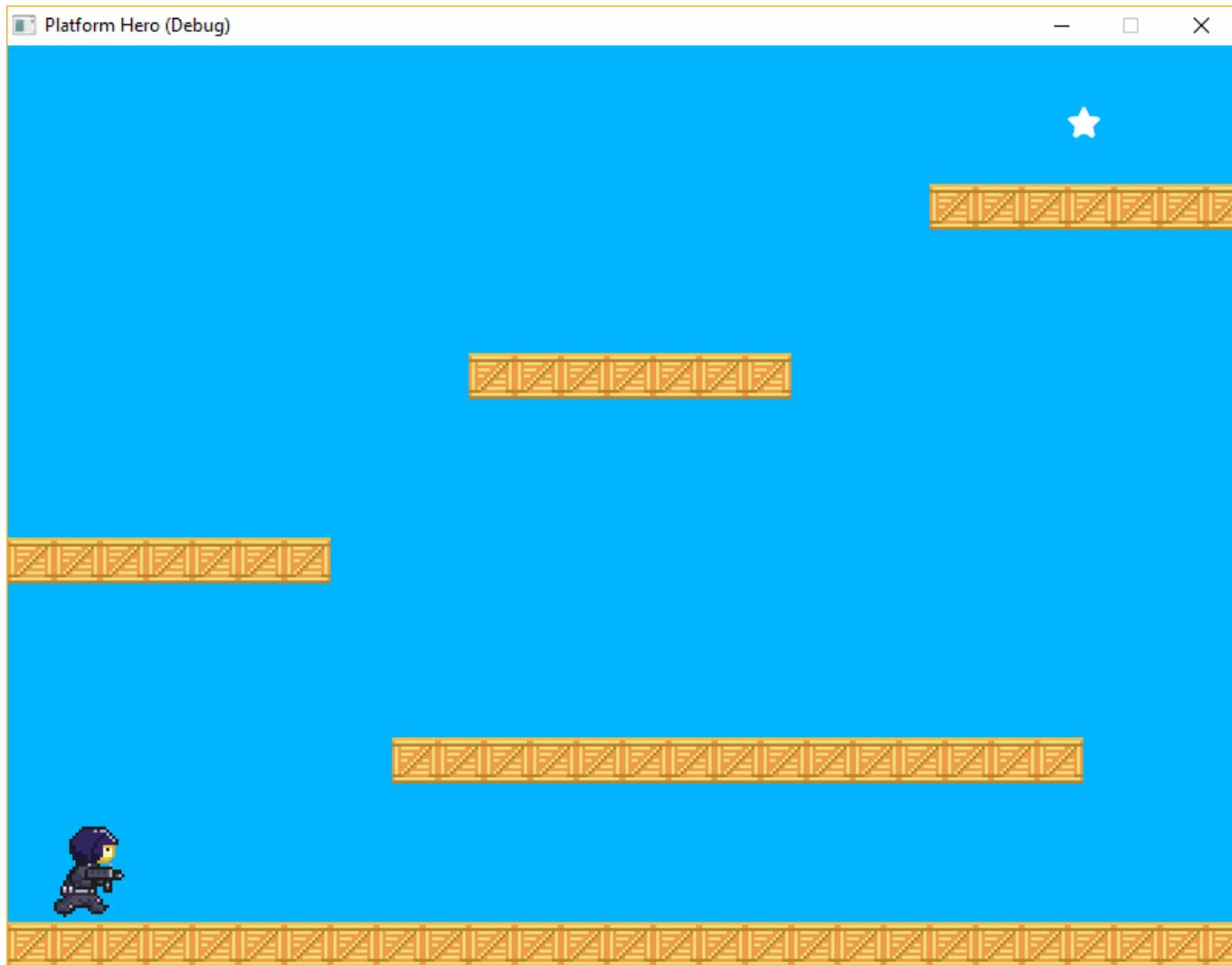
```
[StarGraphic]
Texture = star.png

[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:

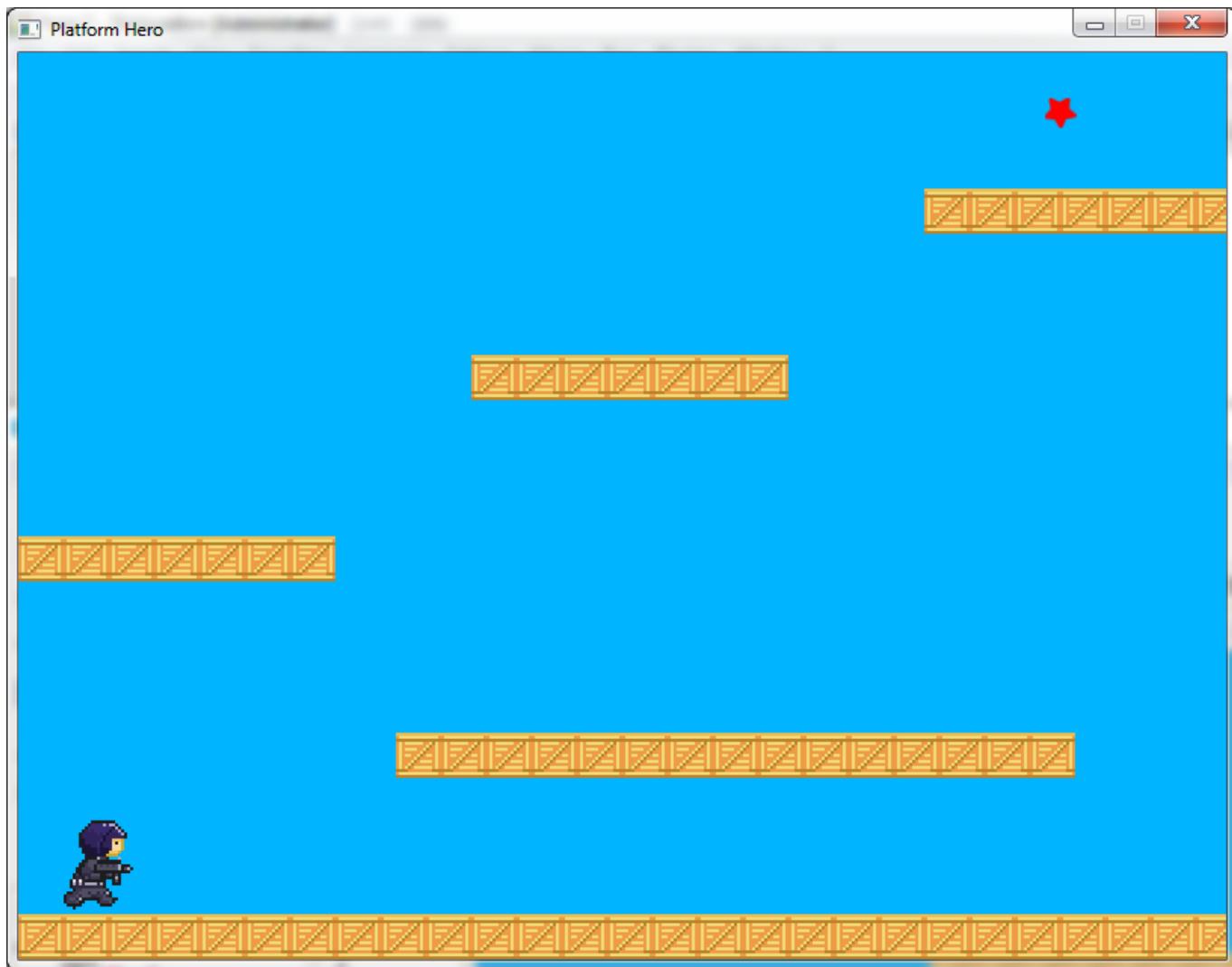
```
[StarGraphic]
Texture = star.png
Pivot   = center
```

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 = (290, -260, 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.](#)

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Last update: **2025/09/30 17:26 (4 months ago)**