Part 17 - Timeline Tracks

We could set up a spawner to create a load of monsters for us, but we'll use a timeline instead. A timeline can issue commands.

Our timeline will simply issue the same create object command over and over in a loop.

Before we do this, remove the single monster from the Scene. We don't need it any more:

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

Now to create a simple track:

This will create monsters over and over every second for us. But the monster objects need to start at a random position each time. Change the monster object to have a range of starting x positions:

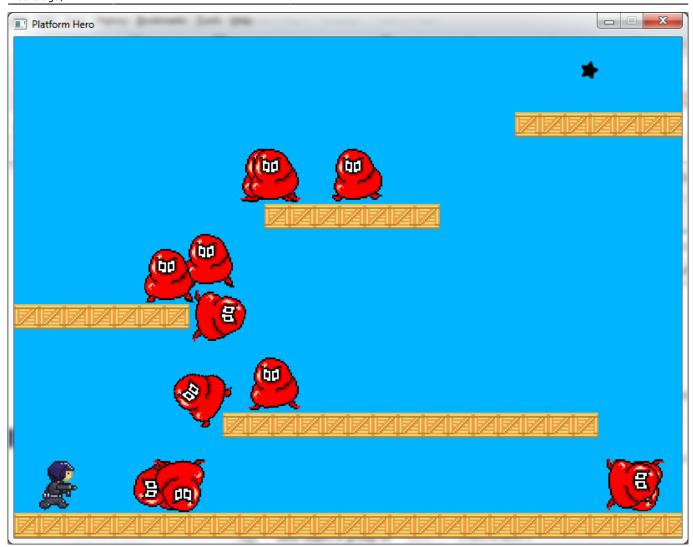
```
[MonsterObject]
Graphic = MonsterGraphic
AnimationSet = MonsterAnimationSet
Position = (20, 0, 0) ~ (600, 0, 0)
Scale = 2.0
Body = MonsterBody
```

Finally, to actually use the track which will create monsters, add it to the TrackList property in the Scene section:

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

Looking great! Monsters should be dropping in all over the place:

2025/09/30 17:26 (5 en:guides:beginners:timeline_tracks https://orx-project.org/wiki/en/guides/beginners/timeline_tracks?rev=1518583674 weeks ago)



Some tweaks can be added to the monster and the body to improve things a little:

```
[MonsterObject]
Graphic
          = MonsterGraphic
AnimationSet = MonsterAnimationSet
           = (20, 0, 0) \sim (600, 0, 0)
Position
Speed
             = (-20, 0, 0) \sim (20, 0, 0)
Scale
             = 2.0
Body
             = MonsterBody
[MonsterBody]
Dynamic
                   = true
PartList
                   = MonsterBodyPart
AngularDamping
                   = 50
LinearDamping
                   = 0.2
[MonsterBodyPart]
Type
            = box
Solid
            = true
SelfFlags
          = monster
CheckMask
            = hero # platforms # bullet
Friction = 0
```

Restitution = 0.2 Density = 20

The Speed on the object will give the monsters a little random left/right movement. The Friction on the bodypart will make the monster less slippery on the ground.

The LinearDamping on the body will slow him down a little over time if he's too fast. The high AngularDamping will ensure the monster tips over the edge but not rotate and tumble wildly.

Finally, a touch of Restitution on the body will allow it to bounce just a touch when landing from a height.

That should work a little better.

Next: Part 18 - Exploding Monsters.

From:

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

Permanent link:

https://orx-project.org/wiki/en/guides/beginners/timeline_tracks?rev=1518583674

Last update: 2025/09/30 17:26 (5 weeks ago)