orxSPAWNER structure

Summary

```
[SpawnerTemplate]
Object
                 = ObjectTemplate
WaveSize
                 = <int>
WaveDelay
                 = <float>
ActiveObject
                 = <int>
TotalObject
                 = <int>
AutoReset
                 = <bool>
CleanOnDelete
                 = <bool>
ObjectSpeed
                 = <vector>
                 = <vector>
Position
Rotation
                 = <float>
Scale
                 = <vector> | <float>
UseAlpha
                 = <bool>
UseColor
                 = <bool>
UseRotation
                 = <bool>
UseScale
                 = <bool>
UseRelativeSpeed = <bool>
UseSelfAsParent = <bool>
```

Details

Here's a list of the available properties for an orxSPAWNER structure:

- Object: Defines the name of the object (ie. its config section name) that will be spawned.
- WaveSize: Defines the size of a wave (ie. number of objects spawned in a single wave). Its
 default value is 0 which means the automated wave spawning system isn't used. The wave
 system only works for spawners that have been created and therefore owned by an orxOBJECT.
- WaveDelay: Time ellapsed (in seconds) between two waves. Its default value is 0, which means there are no delay between two waves (ie. continuous spawning). If a negative value is provided, the wave system is deactivated. The wave system only works for spawners that have been created and therefore owned by an orxOBJECT.
- ActiveObject: Number of allowed active object at the same time. When this limit is reached the spawner can't spawn objects anymore till some of the spawned objects are deleted. By default, its value is 0 which means there's no limit.
- TotalObject: Number of total objects the spawner is allowed to create. When this limit is reached the spawner will deactivate itself and send an event ¹⁾. By default, its value is 0 which means there's no limit.
- AutoReset: If this is set to true, when the spawner reaches its total limit, it'll be reset instead of deactivated. An event ²⁾ will be sent to notify the user. After being reset, the spawner will continue spawning as if it was brand new with the current active and total object counters back to 0. By default this property is set to false.
- CleanOnDelete: If this is set to true all the spawned objects still leaving will be deleted as soon as the spawner gets deleted. Defaults to false.
- ObjectSpeed: If this property is defined, it'll give an initial speed to every spawned object that

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2025/09/30 en:orx:config:settings_structure:orxspawner https://orx-project.org/wiki/en/orx/config/settings_structure/orxspawner?rev=1496119845

will override any speed setting of the object itself. By default, there's no speed override.

- Position: Position of the spawner in its parent space, in pixels. Defaults to (0, 0, 0).
- Rotation: Rotation of the spawner in its parent space, in degrees. Defaults to 0°.
- Scale: Scale of the spawner in its parent space (Z component being ignored). By default its value is 1.0. 3)
- UseAlpha: This only works if the spawner is linked to a parent orxOBJECT. If so and its value is set to true, it will transmit the parent's alpha to any spawned objects. By default its value is false.
- UseColor: This only works if the spawner is linked to a parent orxOBJECT. If so and its value is set to true, it will transmit the parent's color to any spawned objects. By default its value is false.
- UseRotation: This only works if the spawner is linked to a parent orxOBJECT. If so and its value is set to true, it will transmit the parent's rotation to any spawned objects. By default its value is true.
- UseScale: This only works if the spawner is linked to a parent orxOBJECT. If so and its value is set to true, it will transmit the parent's scale to any spawned objects. By default its value is true.
- UseRelativeSpeed: If set to true and the spawner has a value for ObjectSpeed, the applied speed will be relative to the spawner's current rotation and scale. By default its value is false.
- UseSelfAsParent: If set to true, all spawned object will have the spawner as parent (in the
 orxFRAME hierarchy sense). This means that every spawned object will move together with its
 spawner parent: it will adapt to its position, rotation and scale. If you only want a spawned
 object to adopt the current orientation of the Spawner, see ObjectSpeed and UseRotation. By
 default this property's value is set to false.

Latest config settings for the Development Version

We endeavor to keep the config properties on this page up to date as often as possible. For up to the minute config information for the latest version of Orx, check the most recent published at:

CreationTemplate.ini and

SettingsTemplate.ini

Additionally these files can be found under your orx source tree in the orx/code/bin folder.

```
Type = orxEVENT_TYPE_SPAWNER, ID = orxSPAWNER_EVENT_EMPTY

Type = orxEVENT_TYPE_SPAWNER, ID = orxSPAWNER_EVENT_RESET

ie. (1.0, 1.0, 0.0)
```

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Last update: 2025/09/30 17:26 (6 weeks ago)

