

Animation frame overriding

Assets



Code

```
orxObject_CreateFromConfig("JellyObject");
```

Config

```
[JellyObject]
Graphic      = JellyGraphic
AnimationSet = JellyAnimationSet
Position     = (200, 100, 0)

[JellyGraphic]
Texture      = jelly.png
TextureOrigin = (0, 0, 0)
TextureSize  = (32, 32, 0)
Pivot        = center

[JellyAnimationSet]
Texture      = jelly.png
FrameSize    = (32, 32, 0)
KeyDuration  = 0.1
StartAnim    = JellyWobbleAnim
Pivot        = center
; The two following lines are not necessary anymore as they're now identical
; to the default behavior (as many frames as can fit in the texture +
; automatically looping onto self)
JellyWobbleAnim      = -1
JellyWobbleAnim->    = JellyWobbleAnim

[JellyWobbleAnim0003]
TextureOrigin = (0, 0, 0)

[JellyWobbleAnim0004]
TextureOrigin = (64, 0, 0)
```

Last
update:
2025/09/30 en:examples:animation:animation_frame_overriding https://www.orx-project.org/wiki/en/examples/animation/animation_frame_overriding?rev=1533748072
17:26 (12
days ago)

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Last update: **2025/09/30 17:26 (12 days ago)**

