Adding FX to an Object

Code

```
orxObject_AddFX(heroObject, "HitPowerPill");
```

Config

```
[HitPowerPill]
SlotList = ColorFlash

[ColorFlash]
Type        = color
StartTime   = 0.0
EndTime     = 1.0
Curve       = sine
Absolute    = true
Period      = 0.5
EndValue    = (0, 128, 255)
StartValue  = (255, 255, 255)
```



Note: if you want to know how to add fx to an object using config, see: Object (FXList property) and FX

From:
https://www.orx-project.org/wiki/ - **Orx Learning**

Permanent link:
https://www.orx-project.org/wiki/en/examples/fx/add_fx_to_an_object

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