

# 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](#)

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