

# Dynamic FX Values

When you need to change the values in the FX. Any further objects created using the FX will use the new values.

## Code

```
if (orxConfig_PushSection("GrowFXSlot")){
    orxConfig_SetFloat("EndValue", someNewScaleVectorValue.fX);
    orxConfig_PopSection();
}

orxObject_CreateFromConfig("ObjectUsingGrowFX");
```

## Config

```
[GrowFX]
SlotList      = GrowFXSlot
Loop          = false
DoNotCache    = true ;<----- this is the important setting. Allows the
values of the FX to change

[GrowFXSlot]
Type          = scale
Curve         = linear
StartTime     = 0.0
EndTime      = 1.0
StartValue    = 0.1
EndValue      = 1.0 ; <----- value when app starts. But our code will
alter this.
Absolute      = true

[ObjectUsingGrowFX]
FXList        = GrowFX
```

From:

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

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