# 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**

Permanent link:
**https://www.orx-project.org/wiki/en/examples/fx/dynamic_fx_values?rev=1638188041**

Last update: **2025/09/30 17:26 (14 months ago)**