

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 (7 months ago)**

