

Fade an Object with Alpha FX

Code

```
orxObject_CreateFromConfig("Object");
```

Config

```
[Object]
Graphic      = Graphic
FXList      = AlphaFX

[Graphic]
Texture      = mushroom.png
Pivot        = center

[AlphaFX]
SlotList    = AlphaFXSlot
Loop        = true

[AlphaFXSlot]
Type         = alpha
StartTime    = 0
EndTime      = 2
Curve        = sine
StartValue   = 1
EndValue     = 0
Absolute     = true
```

From:

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

Permanent link:

https://www.orx-project.org/wiki/en/examples/fx/fade_object_with_alpha_fx

Last update: **2025/09/30 17:26 (8 months ago)**

