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
```