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?rev=1518583662

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