Flickering Light FX

Code

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

Asset

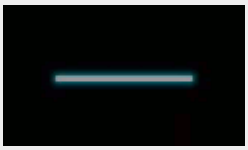
Config

```
[Object]
Graphic          = @
Texture          = fluro.png
FXList           = FlickerFX

[FlickerFX]
SlotList    = FlickerFXSlot
Loop        = true

[FlickerFXSlot]
Type       = alpha
StartTime  = 0.0
EndTime    = 0.10
Curve      = sine
Absolute   = true
StartValue = 0.5
EndValue   = 1.0
```

Result



From:
https://www.orx-project.org/wiki/ - **Orx Learning**

Permanent link:
https://www.orx-project.org/wiki/en/examples/fx/light_flicker_fx?rev=1518583662

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