

# Move an Object with Position FX

## Code

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

## Config

```
[Object]
Graphic      = Graphic
FXList      = PositionFX

[Graphic]
Texture      = mushroom.png
Pivot       = center

[PositionFX]
SlotList    = PositionFXSlot
Loop       = true

[PositionFXSlot]
Type        = position
StartTime   = 0
EndTime     = 2
Curve       = sine
StartValue  = (0,0,0)
EndValue    = (200,0,0)
Absolute    = false
```

From:

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

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[https://www.orx-project.org/wiki/en/examples/fx/move\\_object\\_with\\_position\\_fx](https://www.orx-project.org/wiki/en/examples/fx/move_object_with_position_fx)

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