

# 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?rev=1518583662](https://www.orx-project.org/wiki/en/examples/fx/move_object_with_position_fx?rev=1518583662)

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