

Zoom an Object with Scale FX

Code

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

Config

```
[Object]
Graphic      = Graphic
FXList      = ScaleUpFX

[Graphic]
Texture      = mushroom.png
Pivot        = center

[ScaleUpFX]
SlotList    = ScaleUpFXSlot
Loop        = true

[ScaleUpFXSlot]
Type        = scale
StartTime   = 0
EndTime     = 2
Curve       = sine
StartValue  = 1.0
EndValue    = 4.0
Absolute    = true
```

From:

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

Permanent link:

https://www.orx-project.org/wiki/en/examples/fx/zoom_object_with_scale_fx

Last update: **2025/09/30 17:26 (9 months ago)**

