

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

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