

# Object shadow using a child

## Assets



## Code

```
orxObject_CreateFromConfig("CannonObject");
```

## Config

```
[CannonObject]
Graphic = CannonGraphic
Smoothing = true
Position = (300, 200, -0.1)
Rotation = -45
ChildList = CannonShadow

[CannonGraphic]
Texture = cannon.png
Pivot = (18.5, 26, 0)

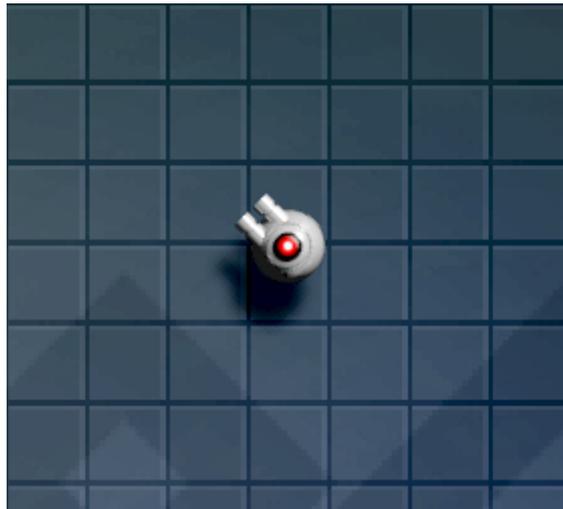
[CannonShadow]
Graphic = CannonShadowGraphic
Position = (-20, 20, 0.0)
IgnoreFromParent = position.rotation

[CannonShadowGraphic@CannonGraphic]
Texture = cannon-shadow.png
Alpha = 0.5
```

## Result

Last update: 2025/09/30 17:26 (7 months ago) en:examples:objects:object\_with\_shadow [https://www.orx-project.org/wiki/en/examples/objects/object\\_with\\_shadow?rev=1518583666](https://www.orx-project.org/wiki/en/examples/objects/object_with_shadow?rev=1518583666)

---



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

Permanent link: [https://www.orx-project.org/wiki/en/examples/objects/object\\_with\\_shadow?rev=1518583666](https://www.orx-project.org/wiki/en/examples/objects/object_with_shadow?rev=1518583666)

Last update: **2025/09/30 17:26 (7 months ago)**

