Object shadow using a child

Assets

Code

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

Config

```
[CannonObject]
Graphic         = CannonGraphic
Smoothing       = true
Position        = (-80, -80, -0.1)
AngularVelocity = 100
ChildList       = CannonShadow

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


[CannonShadow]
Graphic         = CannonShadowGraphic
Position        = (-20, 20, 0)
IgnoreFromParent = position.rotation

[CannonShadowGraphic]
Texture = cannon-shadow.png
Pivot   = (24, 33, 0)
Alpha   = 0.5
```
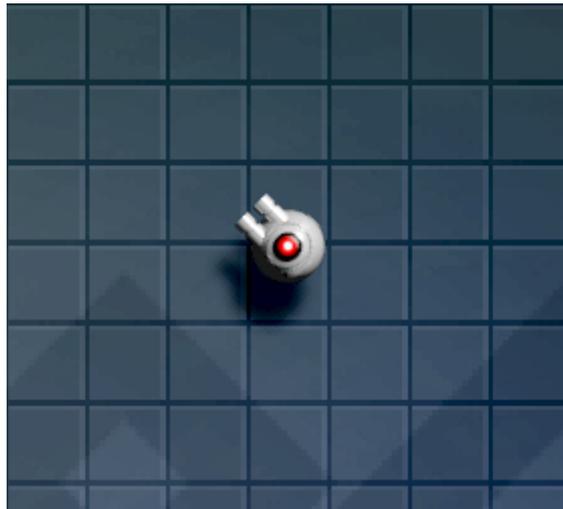
Result

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=1550755839

From: