Flashing an Object White

Useful for indicating hits on an object, for example in shoot-em-ups.

Assets



Code

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

Config

```
[Object]
Graphic         = Graphic
TrackList  = WhiteFlashTrack

[Graphic]
Texture       = ship.png

[WhiteShader]
ParamList = texture
Code = "
void main() {

    vec2 p = gl_TexCoord[0].xy;
    vec4 textureCol = texture2D(texture, p);

    gl_FragColor.r = 1.0;
    gl_FragColor.g = 1.0;
    gl_FragColor.b = 1.0;
    gl_FragColor.a = textureCol.a;

}"

[WhiteFlashTrack]
0.00 = Object.AddShader ^ WhiteShader
0.10 = Object.RemoveShader ^ WhiteShader
0.20 = Object.AddShader ^ WhiteShader
0.30 = Object.RemoveShader ^ WhiteShader
```

```
0.40 = Object.AddShader ^ WhiteShader
0.50 = Object.RemoveShader ^ WhiteShader
```

Result



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

Permanent link:
https://www.orx-project.org/wiki/en/examples/shaders/flashing_an_object_white?rev=1518583667

Last update: **2025/09/30 17:26 (14 months ago)**