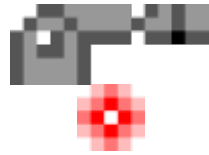


# Spawner on an Object

## Assets



## Code

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

## Config

```
[BulletObject]
Graphic = BulletGraphic
Speed   = (300, -15, 0) ~ (300, 15, 0) ;each bullet goes right with
variable height.
LifeTime = 2.0

[BulletGraphic]
Texture = spawner-bullet.png

[CannonObject]
Graphic = CannonGraphic
Position = (100, 100, 0)
Scale   = 5
Spawner = CannonSpawner

[CannonGraphic]
Texture = spawner-gun.png

[CannonSpawner]
Object       = BulletObject
WaveSize     = 1
WaveDelay    = 0.2
ActiveObject = 10
Position    = (10, -1, 0)
```

Last update:  
2025/09/30 17:26 (8 months ago) en:examples:spawners:spawner\_on\_an\_object [https://www.orx-project.org/wiki/en/examples/spawners/spawner\\_on\\_an\\_object](https://www.orx-project.org/wiki/en/examples/spawners/spawner_on_an_object)

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