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)
```

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

Permanent link:
https://www.orx-project.org/wiki/en/examples/spawners/spawner_on_an_object?rev=1518583668

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