Add a Timeline Track to an Object using Code

Code

```
orxOBJECT *dummy =
orxObject_CreateFromConfig("BringUpGameOverTimelineObject");
orxObject_AddTimeLineTrack(dummy, "BringUpGameOverTimeline");
orxObject_EnableTimeLine(dummy, orxTRUE);
```

Config

```
[BringUpGameOverTimelineObject]

[BringUpGameOverTimeline]
2.0 = "ShowGameOver"
```

Code example by gemberkoekje