

## Part 17 - Timeline Tracks

We could set up a spawner to create a load of monsters for us, but we'll use a timeline instead. A timeline can issue commands.

Our timeline will simply issue the same create object command over and over in a loop.

Before we do this, remove the single monster from the Scene. We don't need it any more:

```
[Scene]
ChildList = PlatformObject # MiddlePlatformObject #
TopLeftPlatformObject # TopPlatformObject #
TopRightPlatformObject #
StarObject
```

Now to create a simple track:

```
[MonsterMakerTrack]
1 = Object.Create MonsterObject
Loop = True
```

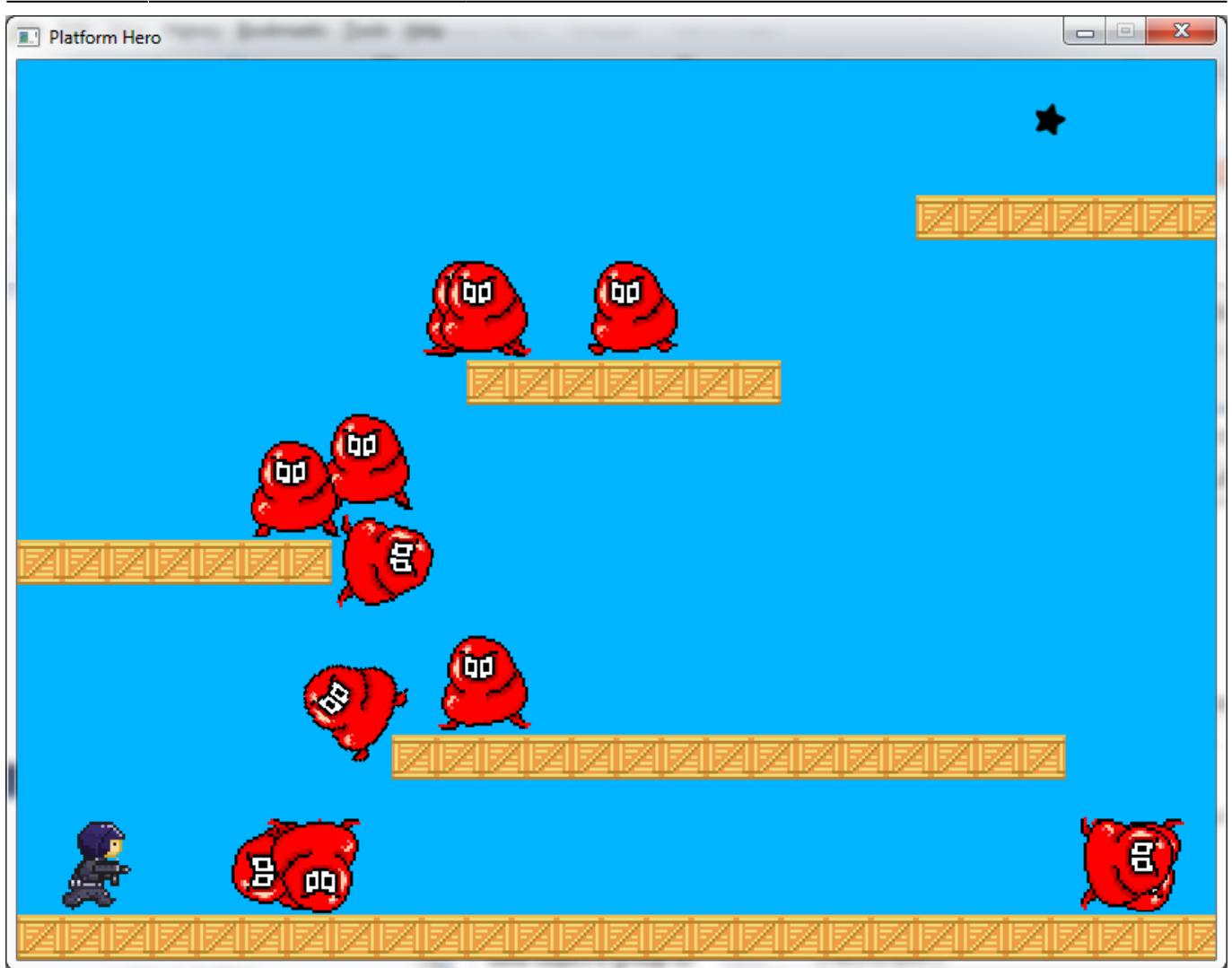
This will create monsters over and over every second for us. But the monster objects need to start at a random position each time. Change the monster object to have a range of starting x positions:

```
[MonsterObject]
Graphic = MonsterGraphic
AnimationSet = MonsterAnimationSet
Position = (-380, -300, 0) ~ (200, -200, 0)
Scale = 2.0
Body = MonsterBody
```

Finally, to actually use the track which will create monsters, add it to the TrackList property in the Scene section:

```
[Scene]
ChildList = PlatformObject # MiddlePlatformObject #
TopLeftPlatformObject # TopPlatformObject #
TopRightPlatformObject #
StarObject
TrackList = MonsterMakerTrack
```

Looking great! Monsters should be dropping in all over the place:



Some tweaks can be added to the monster and the body to improve things a little:

#### [MonsterObject]

```
Graphic      = MonsterGraphic
AnimationSet = MonsterAnimationSet
Position     = (-380, -300, 0) ~ (200, -200, 0)
Speed       = (-20, 0, 0) ~ (20, 0, 0)
Scale       = 2.0
Body        = MonsterBody
```

#### [MonsterBody]

```
Dynamic      = true
PartList     = MonsterBodyPart
AngularDamping = 50
LinearDamping = 0.2
```

#### [MonsterBodyPart]

```
Type        = box
Solid       = true
SelfFlags   = monster
CheckMask   = hero # platforms # bullet
```

```
Friction    = 0
Restitution = 0.2
Density     = 20
```

The Speed on the object will give the monsters a little random left/right movement. The Friction on the bodypart will make the monster less slippery on the ground.

The LinearDamping on the body will slow him down a little over time if he's too fast. The high AngularDamping will ensure the monster tips over the edge but not rotate and tumble wildly.

Finally, a touch of Restitution on the body will allow it to bounce just a touch when landing from a height.

That should work a little better.

---

Next: [Part 18 - Exploding Monsters](#).

- 
- [Part 1 - Downloading Orx](#)
  - [Part 2 - How Orx works](#)
  - [Part 3 - Setting up a new game project](#)
  - [Part 4 - A tour of an Orx project](#)
  - [Part 5 - Viewport and the camera](#)
  - [Part 6 - Objects](#)
  - [Part 7 - Spritesheets and Animation](#)
  - [Part 8 - Platforms and Texture Repeating](#)
  - [Part 9 - Physics](#)
  - [Part 10 - Input Controls](#)
  - [Part 11 - Running and Standing](#)
  - [Part 12 - Changing Direction](#)
  - [Part 13 - Getting our hero to shoot](#)
  - [Part 14 - FX](#)
  - [Part 15 - Collision Events.](#)
  - [Part 16 - Jelly Monsters](#)
  - [Part 17 - Timeline Tracks](#)
  - [Part 18 - Exploding Monsters](#)
  - [Part 19 - The Hero's survival.](#)
  - [Part 20 - Text and Game Over](#)

From:

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

Permanent link:

[https://www.orx-project.org/wiki/en/guides/beginners/timeline\\_tracks?rev=1530189986](https://www.orx-project.org/wiki/en/guides/beginners/timeline_tracks?rev=1530189986)

Last update: **2025/09/30 17:26 (7 months ago)**

