

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
```

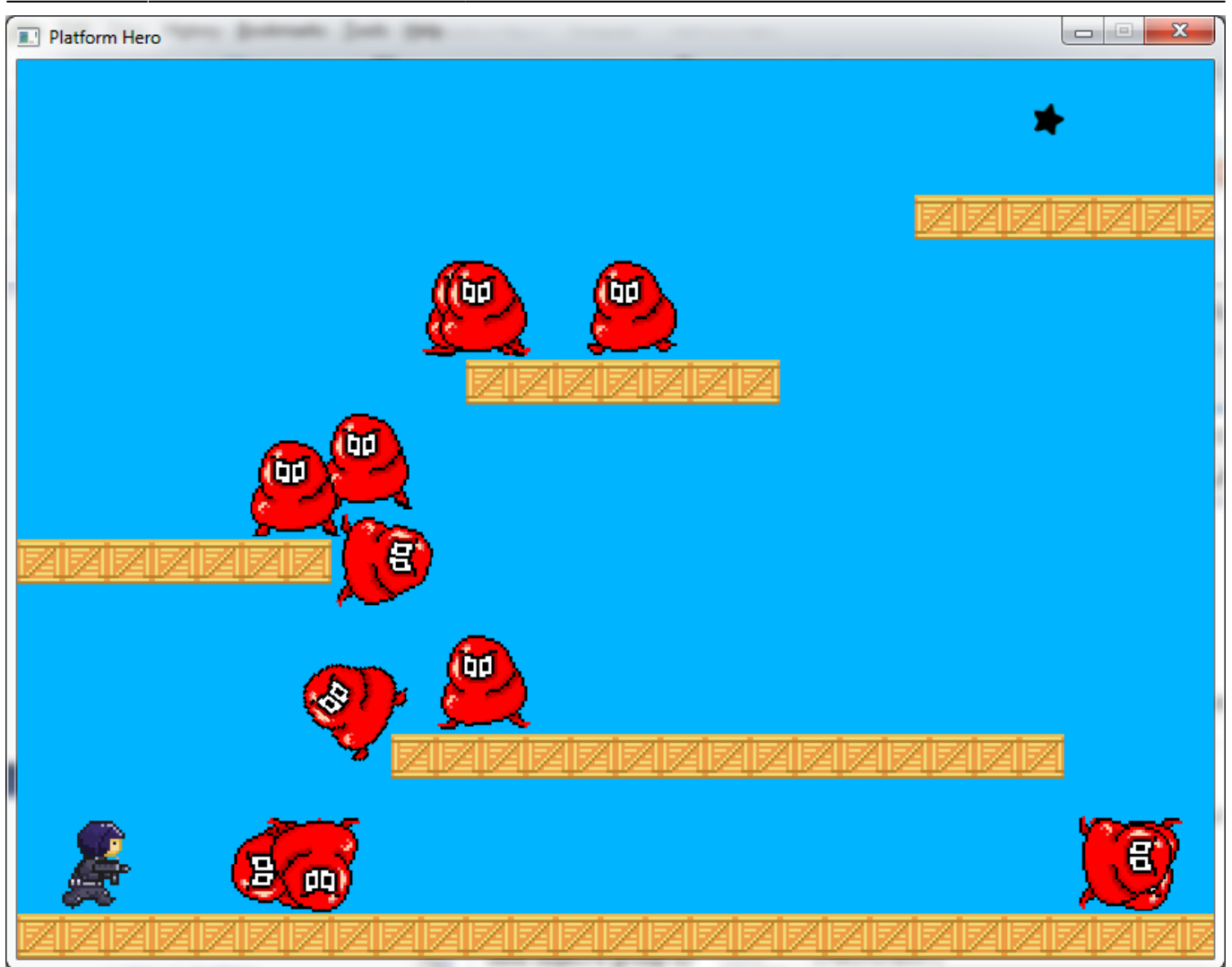
Attach the track to the Scene object so that Monster objects are created over and over:

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

So that the monster objects 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
```

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=1732013534

Last update: **2025/09/30 17:26 (8 months ago)**

