

Instantly Aged Objects

Instantly Aged Objects, Object Desynchronization or whatever you prefer to call it, is a convenient way to create an object that is already old, most handy when used with a Spawner.

See the video below that gives a great overview of this feature.



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

Permanent link:
<https://www.orx-project.org/wiki/en/tutorials/objects/age?rev=1709960525>

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

