

Adding FX to an Object

Code

```
orxObject_AddFX(heroObject, "HitPowerPill");
```

Config

```
[HitPowerPill]
SlotList = ColorFlash

[ColorFlash]
Type      = color
StartTime = 0.0
EndTime   = 1.0
Curve     = sine
Absolute  = true
Period    = 0.5
EndValue  = (0, 128, 255)
StartValue = (255, 255, 255)
```



Note: if you want to know how to add fx to an object using config, see: [Object](#) (FXList property) and [FX](#)

From:

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

Permanent link:

https://wiki.orx-project.org/en/examples/fx/add_fx_to_an_object

Last update: **2018/02/14 00:47 (7 years ago)**

