

Flickering Light FX

Code

```
orxObject_CreateFromConfig("Object");
```

Asset



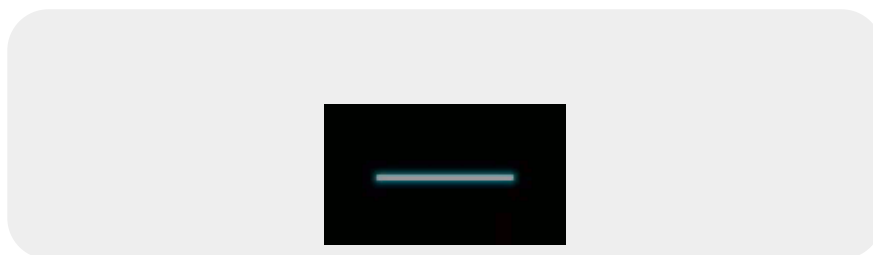
Config

```
[Object]
Graphic      = @
Texture      = fluro.png
FXList       = FlickerFX

[FlickerFX]
SlotList     = FlickerFXSlot
Loop         = true

[FlickerFXSlot]
Type         = alpha
StartTime    = 0.0
EndTime      = 0.10
Curve        = sine
Absolute     = true
StartValue   = 0.5
EndValue     = 1.0
```

Result



From:

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

Permanent link:

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

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