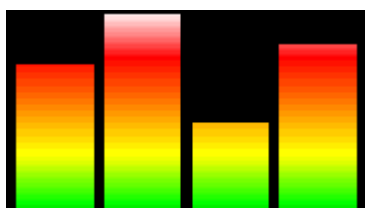


Tutorials Listed By Subject

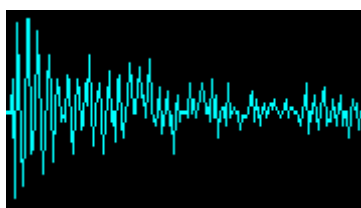
This section contains all tutorials indexed by subject for [orx](#), an opensource, portable, lightweight, data-driven & 2D-oriented game engine.

Contributions are very welcome.

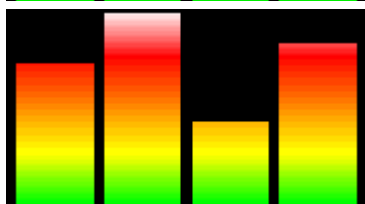
Audio



Sound & Music



Sound Recording



Sound Buses

Android



Working with Android (new users start here!)



Android Studio, NDK, and Orx library



Compiling Orx Library & Demo

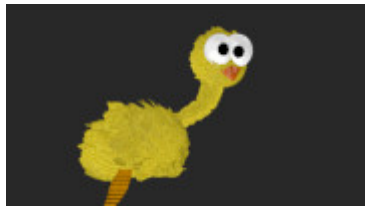
Project
Using SWIG to talk to Java on Android



Android Demo as a template project



Animation



New Animation System Walkthrough



Basic

Animation



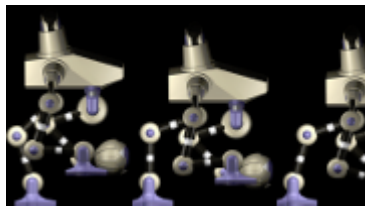
Animation and Clearing Targets



Animation Inheritance with Prefixes



Scene Loading and Animation



Realistic Walk Movement



Creating Particle

Explosions



Addin for The Gimp to Extract Guides for Configuration

Insect Object (Animation)



Mouse over effect for buttons



Creating an

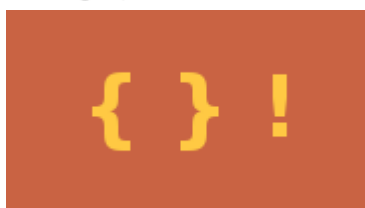
C++



Localization



Stand Alone Application

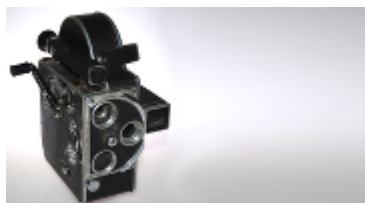


Using orxObjects in Classes with an EventHandler



An Introduction to orx/Scroll

Cameras

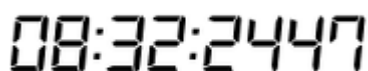


Viewport and Camera



Cameras and Frustums

Clocks



Clock

Code::Blocks



Getting Code::Blocks for Windows



Building the



Orx Library with Code::Blocks on Mac OS X
Code::Blocks on Linux

Building the Orx Library with

Codelite



Getting Codelite for Windows



Building the Orx



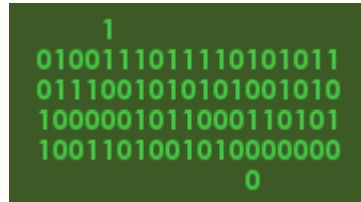
Library with Codelite on Mac OS X

Building the Orx library on Linux with



Codelite

Setting up Visual Studio (win) or Codelite (linux)



Setting up Codelite on Linux

Stand Alone

Application

Color / Colour



orxCOLOR and how to colour an object



Converting a percentage to a color

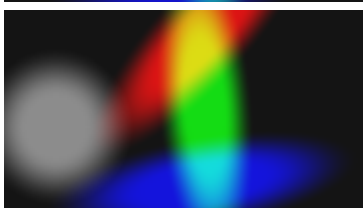


A natural-looking glowing ball effect

Compositing



Compositing (2D lighting with offscreen rendering)



Viewport Render to Texture

Console

```

: 0xFFFFFFFFFFFFFFFF
Object.create Object
: 0x0000000010000002F
Object.create Hero_

```



Guide to the Orx Console and Commands

The

Bounce Demo

Command Module

```

: 0xFFFFFFFFFFFFFFFF
Object.create Object
: 0x0000000010000002F
Object.create Hero_

```

Command Module Syntax

```

: 0xFFFFFFFFFFFFFFFF
Object.create Object
: 0x0000000010000002F
Object.create Hero_

```

Command and

Timeline Notes

Config

```

[ShipObject@ObjectDefaults]
Graphic = ShipGraphic
Position = (400, 550, 0)
Scale = (4, 4, 0)
Body = ShipBody

```

Encrypting Config Files

```

[ShipObject@ObjectDefaults]
Graphic = ShipGraphic
Position = (400, 550, 0)
Scale = (4, 4, 0)
Body = ShipBody

```

Saving information to a

config file

```

[ShipObject@ObjectDefaults]
Graphic = ShipGraphic
Position = (400, 550, 0)
Scale = (4, 4, 0)
Body = ShipBody

```

Changing the Default Config File



Changing the Default Config File for orx/Scroll

```

[ShipObject@ObjectDefaults]
Graphic = ShipGraphic
Position = (400, 550, 0)
Scale = (4, 4, 0)
Body = ShipBody

```

Retrieving and Updating

Config Values

```

[ShipObject@ObjectDefaults]
Graphic = ShipGraphic
Position = (400, 550, 0)
Scale = (4, 4, 0)
Body = ShipBody

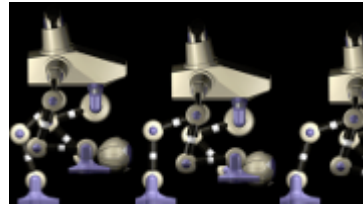
```

Stepped Random Values

Controls



Interaction, Control and Physics



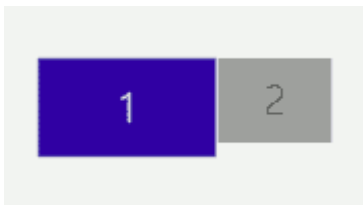
Realistic Walk

Movement



Creating Particle Explosions

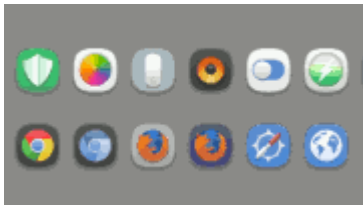
Display



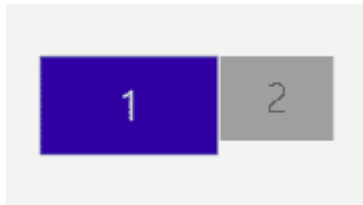
Multiple Monitors



Custom Mouse Cursors



Application Icons



Borderless Window Mode

Downloads



Getting Started with Orx

Events



Realistic Walk Movement



Using orxObjects in

Classes with an EventHandler



Creating Particle Explosions

Fonts



Fun with Text and Shaders



orxFontGen



Font image generation tool (orxFontGen article 2)

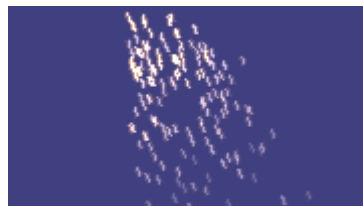


Font tool for unicode, including Chinese

FX



FX



Sparks with Spawners and FX



Creating an Insect Object (Speed FX)

Game Guides



Beginner's Guide - Platform Game



Beginner's

Guide - 2D UFO Game



Making an Arkanoid Game



Making an Arkanoid Game Part 2

iPad / iOS / iPhone



a game to the iPad

Using compressed textures on the iPad



Porting

Input



8 Way Joystick / Gamepad Control



Analog

Joystick / Gamepad Control



Analog Stick Threshold



Overriding a Controller Mapping



Remapping

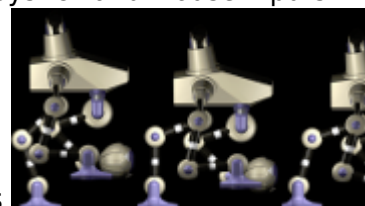
Controller Inputs



Testing Key, Joystick and Mouse Inputs



Interaction, Control and Physics



Realistic Walk



Movement

Creating Particle Explosions



over effect for buttons
Keyboard Inputs



Notes on input

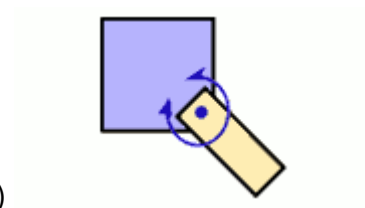


Mouse

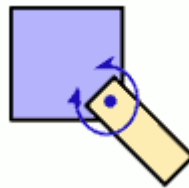
Joints



Creating an Insect Object (Revolute Joint)



Weld



Joint on parent/child Objects with Bodies

Z-order of Objects with Joints

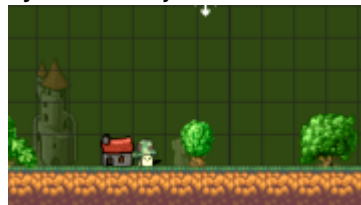
Level Mapping



Semi-dynamic Objects and Level Mapping



Using the Tiled to ORX Converter



Hexagon Grid Tutorial



Creating Maps in Scrolled

Linux



Setting up a Development Environment on Linux



Linux Setup (brief overview)



Building the Orx

library on Linux with Codelite



Codelite in Linux



Building the Orx Library with Code::Blocks on Linux Studio (win) or Codelite (linux)

Setting up Visual

Localisation



Localization

Mac OS X



Setting up a Development Environment for Mac OS X



Cloning and building the Orx library on Mac OS X



Building the Orx Library with Xcode on Mac OS X



Building the Orx Library with Codelite on Mac OS X

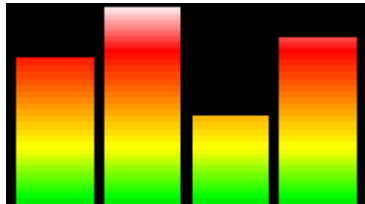


Building the Orx Library with Code::Blocks on Mac OS X

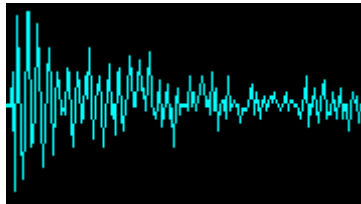


Setting up a game project on Mac OS X

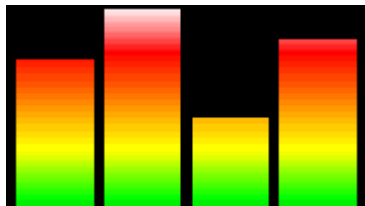
Music



Sound & Music



Sound Recording

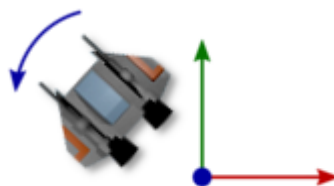


Sound Buses

Objects



Basic Object



Object Transformation



Semi-dynamic Objects and Level Mapping



Objects in Classes with EventHandlers



The Binding of Objects



Object Traversing



Notes on Rotation



A natural-looking glowing ball effect



Creating



an Insect Object

Creating an Object made of many Parts



Passing items from one Object to another



Logging all Structures to a Tree

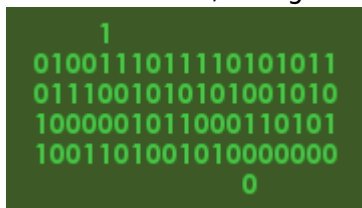
Orx Code (General)



orxSTRINGS, strings and chars



orxCOLOR and



how to colour an object

Lists, HashTables and Trees

Orx (Setting up)



Cloning Orx from Github



Using Premake to

create a Build Project to compile ORX from scratch



Compiling Orx with

mingw32/gmake



Download a pre-built Orx for your environment



The Bounce Demo

Orx/Scroll (C++ Abstraction layer for Orx)



SCROLL

An Introduction to Orx/Scroll



SCROLL

The Binding of



SCROLL

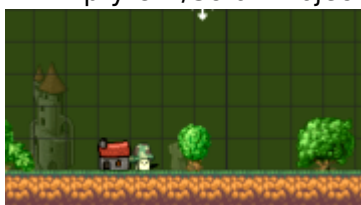
Objects

Empty Orx/Scroll Project



SCROLL

Creating your



own orx/Scroll project using 'init'

Creating Maps in ScrollEd



SCROLL

Colliding ScrollObjects with Orx Objects



SCROLL

Access



Scroll class from ScrollObject

ScrollObject to ScrollObject Communication



Changing the Default Config File for orx/Scroll

Moving a ScrollObject along a curve

Physics



Basic Physics and Collisions



Physics



Interaction, Control and Physics



Using the

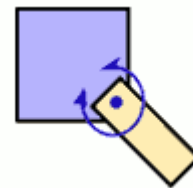


Inkscape SVG to ORX Converter

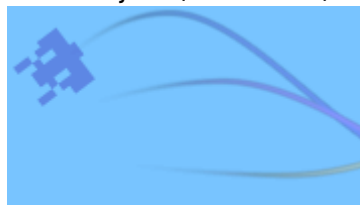
Creating an Object made of many Parts



Creating an Insect Object (Animation)



Weld



Joint on parent/child Objects with Bodies point

Applying a force at a position

Premake



Using Premake to create a Build Project to compile ORX from scratch



How to use Premake to create a build configuration for your own project in any IDE/OS

Projects



Creating your own project using 'init' How to use Premake to create a build configuration for your own project in any IDE/OS



XCode 3 Tutorial

Working with Android



Native Tutorial (deprecated)



Using the Android



Demo as a template for your own projects

Using orxhub

Publishing



Preparing for a release under Windows

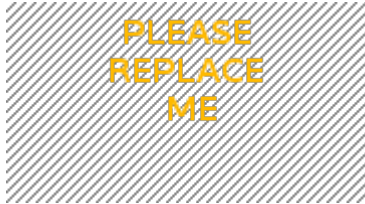




Preparing for a release under MacOSX

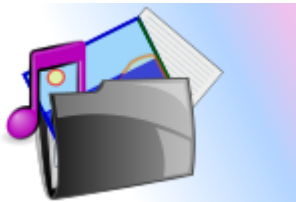
Console-less Applications

Scrolling

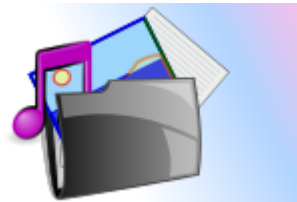


Scrolling

Resources



Zip Archive Resources



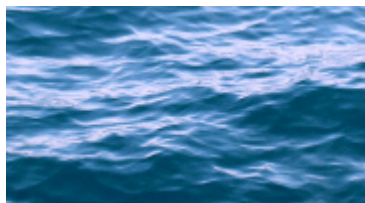
Resources over HTTP

Scene Loading

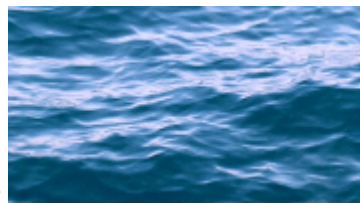


Scene Loading and Animation

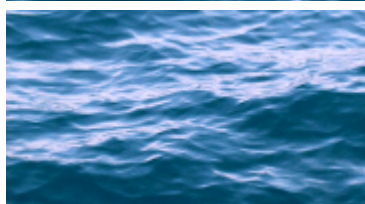
Shaders



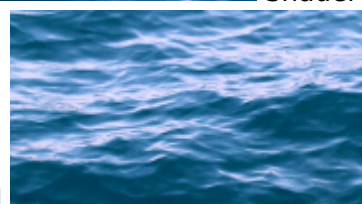
Spawner & Shader



Shader & Lighting



Shader coordinates tutorial



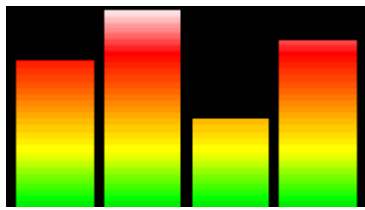
Hexagon Grid



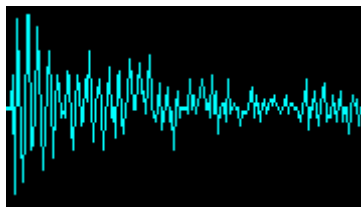
Tutorial Fun with Text and Shaders A natural-looking glowing ball effect



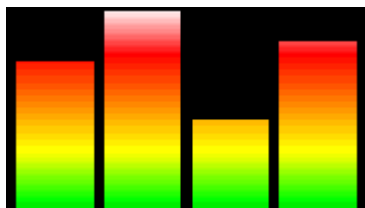
Sound



Sound & Music



Sound Recording



Sound Buses

Spawners



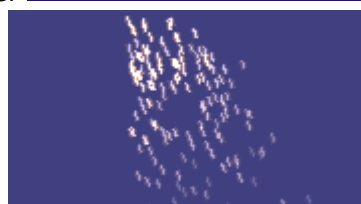
Spawner & Shader



Creating Particle Explosions



Spawning Bullets



Sparks with Spawners and



FX Futurama Appearance Effect

Sprites



Using the darkFunction to ORX Converter Addin for The Gimp to Extract Guides for Configuration

Standalone Application



Stand Alone Application



Localization



Scene Loading and Animation



Interaction,

Control and Physics

System



The Clipboard



Drag and Drop

Text



Fun with Text and Shaders



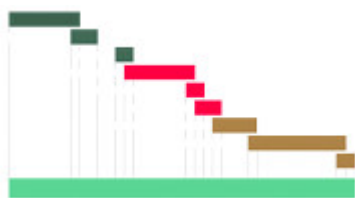
orxFonGen

Textures



Using compressed textures on the iPad

Timelines / Tracks



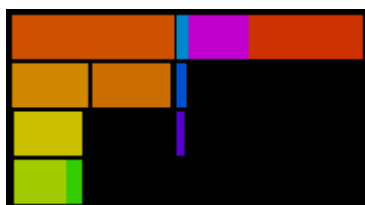
Timelines / Tracks

```
: 0xFFFFFFFFFFFFFFFF
Object.create Object
: 0x0000000010000002F
Object.create Hero_
```

Command and Timeline

Notes

Tools



The Orx Profiler



orxFontGen



Using the Inkscape SVG to ORX Converter



Using the TMX to ORX Converter

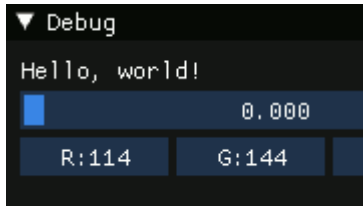


Using the darkFunction to ORX Converter

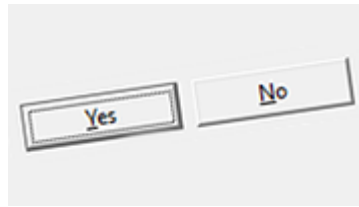


Using SWIG to talk to Java on Android

UI / User Interface



Using ImGui with Orx



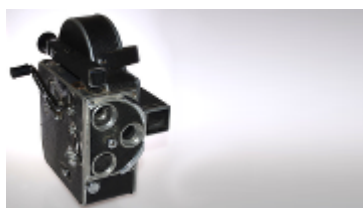
File Dialogs and



Messageboxes

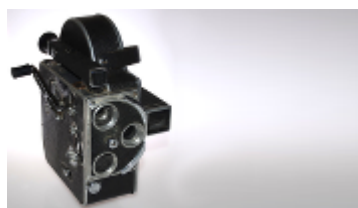
Mouser over effect for buttons

Viewports



Viewport & Camera

using Viewport + Groups



Heads Up Display (HUD)

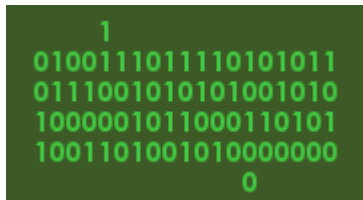
Visual Studio



Building the Orx library with Visual Studio 2015/2017



Setting up Visual Studio (win) or Codelite (linux)



Stand Alone Application

Windows



Compiling Orx with mingw32/gmake



Building



the Orx library with Visual Studio 2015/2017 or Codelite (linux)

Setting up Visual Studio (win)

XCode



Xcode4 Scroll, Console-less, Resources

Building the Orx Library with Xcode on Mac OS X

From:

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

Permanent link:

<http://www.orx-project.org/wiki/en/tutorials/main>

Last update: **2019/03/10 10:56 (7 weeks ago)**

