

# 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.

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## Audio

 [Sound & Music](#)  [Sound Recording](#)  [Sound Buses](#)





## Android

 [Working with Android](#)  [Native Tutorial \(deprecated\)](#)  [Using SWIG to talk to Java on Android](#)

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## C++

 [Localization](#)  [Stand Alone Application](#)  [Using orxObjects in Classes with an EventHandler](#)  [An Introduction to orx/Scroll](#)




## Cameras

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## Clocks

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## Code::Blocks

 [Getting Code::Blocks for Windows](#)  [Building the Orx Library with Code::Blocks on Mac OS X](#)   
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## Codelite

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## Compositing

 [Compositing \(2D lighting with offscreen rendering\)](#)  [Viewport Render to Texture](#)






## Console

 [Guide to the Orx Console and Commands](#)  [The Bounce Demo](#)

## Command Module

 [Command Module Syntax](#)  [Command and Timeline Notes](#)

## Config

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[Changing the Default Config File for orx/Scroll](#)  [Retrieving and Updating Config Values](#)

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## 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

 Using compressed textures on the iPad  Porting a game to the iPad

## 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  
 Mouse over effect for buttons  Notes on input  Keyboard Inputs

## 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

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## Localisation

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## Mac OS X

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## Objects

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## 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)

 An Introduction to Orx/Scroll  The Binding of Objects  Empty Orx/Scroll Project  Creating your own orx/Scroll project using 'init'  Creating Maps in ScrollEd  Colliding ScrollObjects with Orx Objects  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  Applying a force at a position point




## 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


## Scene Loading

 Scene Loading and Animation






## Shaders

 [Spawner & Shader](#)  [Shader & Lighting](#)  [Shader coordinates tutorial](#)  [Hexagon Grid Tutorial](#)  [A natural-looking glowing ball effect](#)  [Fun with Text and Shaders](#)

## Sound

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## Spawners

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## 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](#)  [orxFontGen](#)






## Textures

 [Using compressed textures on the iPad](#)

## Timelines / Tracks

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 [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

 [Mouser over effect for buttons](#)  [File Dialogs and Messageboxes](#)




## Viewports

 [Viewport & Camera](#)  [Heads Up Display \(HUD\) using Viewport + Groups](#)


## 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](#)  [Setting up Visual Studio \(win\) or Codelite \(linux\)](#)

## XCode

 [Xcode4 Scroll, Console-less, Resources](#)  [Building the Orx Library with Xcode on Mac OS X](#)

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