Contributing to the Examples

If you would like to contribute an example, please follow the easy steps below:

Category

Please visit Examples and locate a suitable category. Click the category and move to the `Example Headline` section below.

If none exists you can make one with the following template:

```
<wrap headline-image>[[objects|{{examples:headline-objects.png|}}]]
<span>Objects / Sprites</span></wrap>
```

```
objects
```

is the name of the path for your category, and is the actual link to your category page.

```
{{examples:headline-objects.png|}}
```

is the piece of code to use to bring in a suitable 180×100 pixel graphic to represent your category. This one will load headline-objects.png from the examples section. You can upload your own 180×100 image or choose from the ones available in the media manager. If you don't have an image, just use: examples:replace-me.png to use as a placeholder and someone will come along later and put a nice image on it.

```
<span>Objects / Sprites</span>
```

is the title of the category.

Save the page to see your new category. Which will look something like this:

 Objects / Sprites

Click the category to go to your new page. Click create to make it for the first time.

Category Page

This is the new category page. Add a major heading to show what category the user is in, for example:

```
====== Object Examples ======
```

Example Headline

Create your new example link using the following format on the category page:

```
<wrap headline-image>[[examples:objects:create_object|{{examples:replace-
me.png|}}]]
<span>Create Object</span></wrap>
```

Same deal, but take careful note on your new example page's link. The one above shown as:

```
examples:objects:create_object
```

This is the path to your new example page to create `create_object` under examples/objects.

Choose a good image and name of your example.

Save the page, and your link to your example will look something like this:



Create Object

Click the new link and go to your new page to create.

Example

Create the page.

Use the following suggested format in order to show your example:

```
====== Create Object ======

===== Code =====

<code=c>
orxOBJECT *heroObject = orxObject_CreateFromConfig("HeroObject");
</code>

===== Config =====

<code=ini>
[HeroObject]
Graphic  = HeroGraphic
```

```
Position = (320, 200, 0)

[HeroGraphic]
Texture = hero.png
</code>
```

And you're done!

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

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https://www.orx-project.org/wiki/en/examples/contributing?rev=1597891393

Last update: **2025/09/30 17:26 (14 months ago)**