

Examples

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Categories



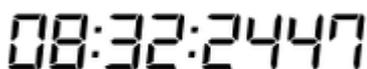
Animation



Cameras Color

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

Config



Clocks



Debugging

Display Drawing FX



Input

Maths and Vectors Objects / Sprites

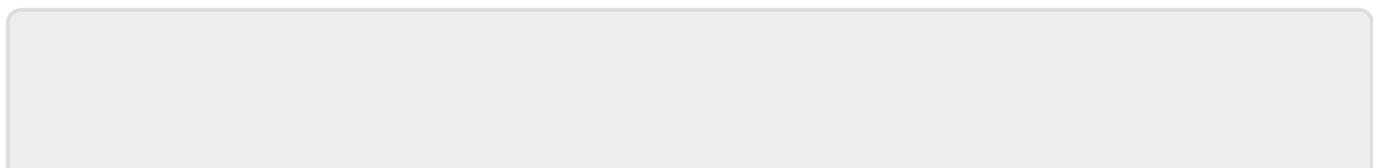


Orx/Scroll Physics Resource

```
: 0xFFFFFFFFFFFFFFFF
Object.create Object
: 0x000000010000002F
Object.create Hero_
```

Management Shaders Spawners Strings Text and Fonts
Commands

Tracks /



From:

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

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<https://www.orx-project.org/wiki/en/examples/main?rev=1597840850>

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