

Examples

Select a category below, or search for a topic.

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Categories



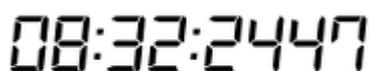
Animation



Cameras Color

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

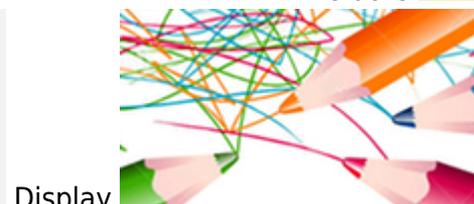
Config



Clocks



Debugging



Display

Drawing



FX



Input



Maths



and Vectors

Objects / Sprites



Orx/Scroll



Physics Resource Management Shaders

Spawners



Strings



Text and Fonts

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

Tracks / Commands

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

Permanent link:
<https://www.orx-project.org/wiki/en/examples/main?rev=1597890568>

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