Tutorials in sources

This page centralizes the tutorials related to the samples found in the Orx sources.

The sources are located in `orx/tutorials/` .

 01. Object (viewport & object creation) 02. Clock (callbacks with clocks) 03. Frame hierarchy (objects transformation) 04. Animations (sprite animation) 05. Multiple cameras & viewports 06. Sounds samples & musics streams 07. Special effects (FX) 08. Physics on objects 09. Scrolling (with parallax) 10. Localization 11. Spawner (of particles) 12. Lighting (normal maps + shaders)

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