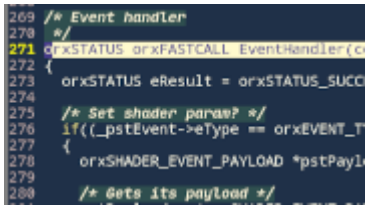
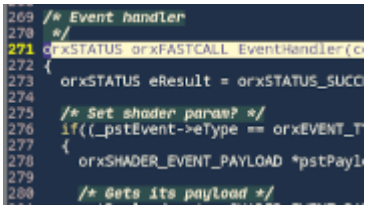
Tutorials in sources

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

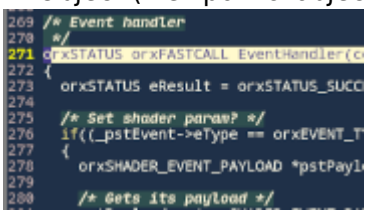
The sources are located in `orx/tutorials/` .



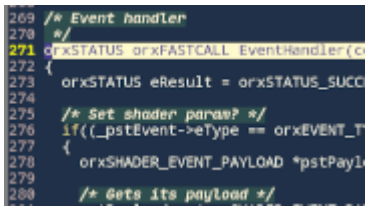
01. Object (viewport & object creation)



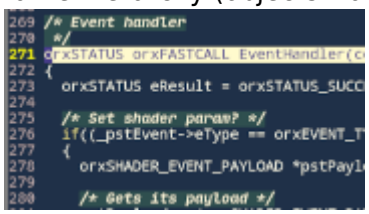
02. Clock (callbacks with clocks)



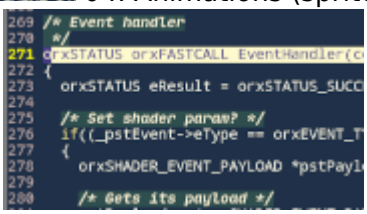
03. Frame hierarchy (objects transformation)



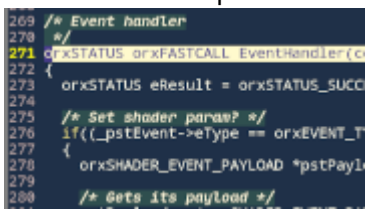
04. Animations (sprite animation)



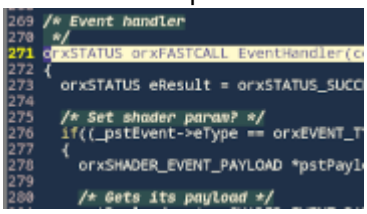
05. Multiple cameras & viewports



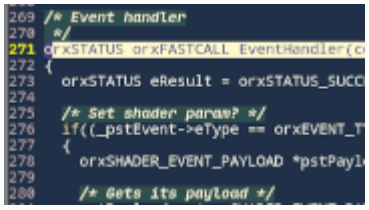
06. Sounds samples & musics streams



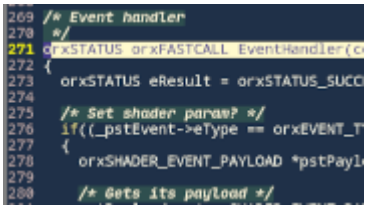
07. Special effects (FX)



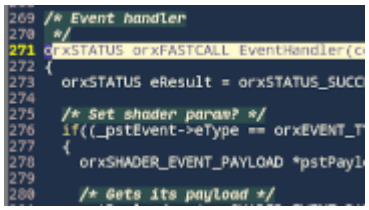
08. Physics on objects



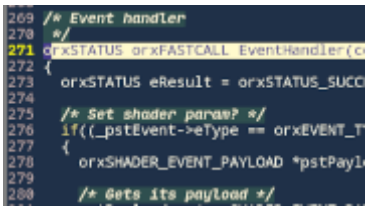
09. Scrolling (with parallax)



10. Localization



11. Spawner (of particles)



12. Lighting (normal maps + shaders)

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