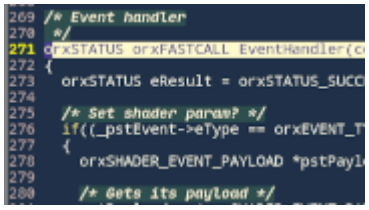
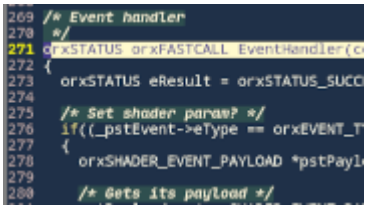
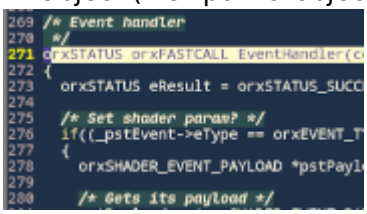
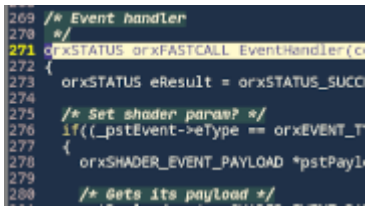
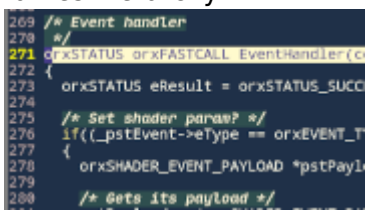
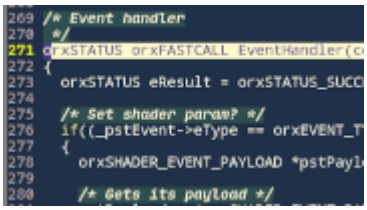
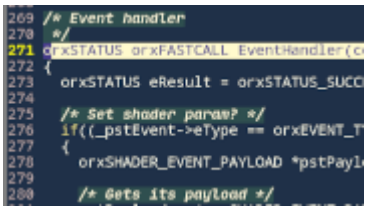
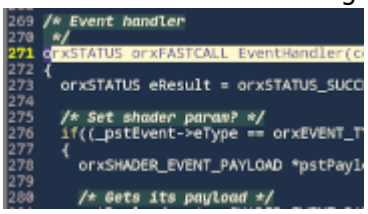
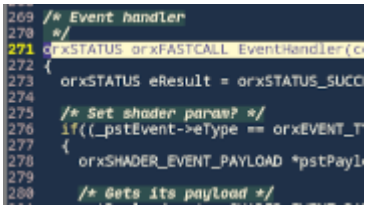
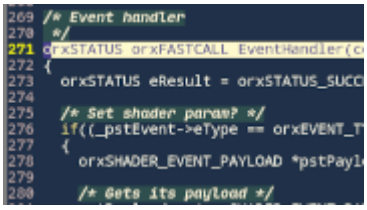
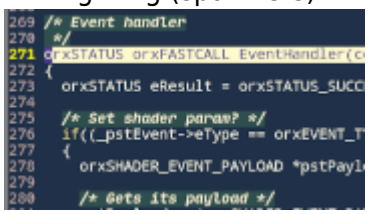
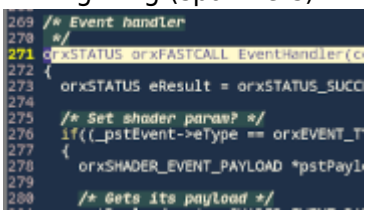
Tutorials in sources

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. Frames hierarchy

04. Animations (sprite animation)

05. Cameras & viewports

12. Lighting (spawners)

12. Lighting (spawners)

12. Lighting (spawners)

12. Lighting (spawners)

12. Lighting (spawners)

12. Lighting (spawners)

12. Lighting (normal maps + shaders)

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

Permanent link:
https://www.orx-project.org/wiki/en/examples/tutorials_in_sources/main?rev=1601225312

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