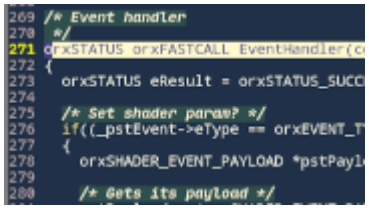
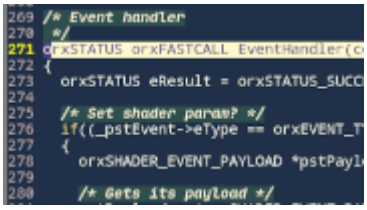
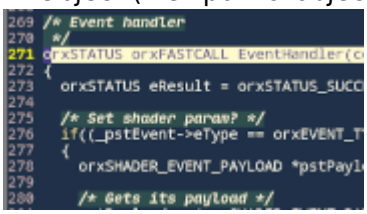
Tutorials in sources

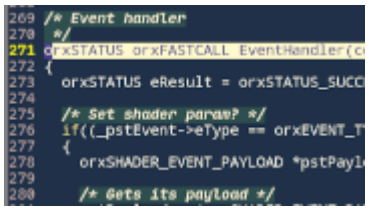
This page centralizes the tutorials related to the samples found in the Orx sources.

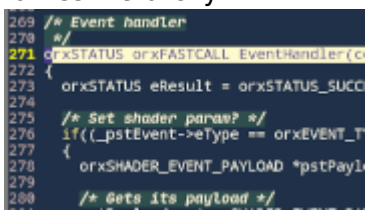
The sources are located in `orx/tutorials/` .

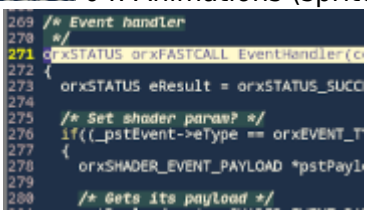


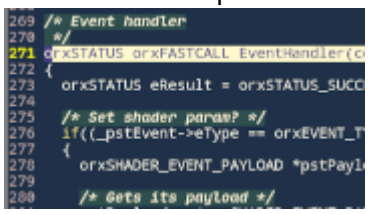
01. Object (viewport & object creation)


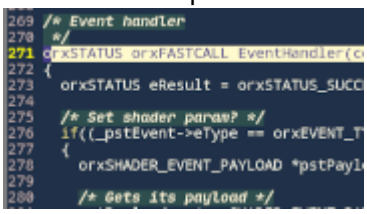
02. Clock (callbacks with clocks)


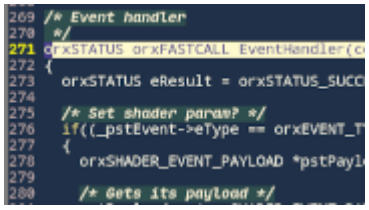
03. Frames hierarchy


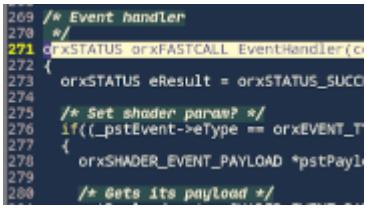
04. Animations (sprite animation)


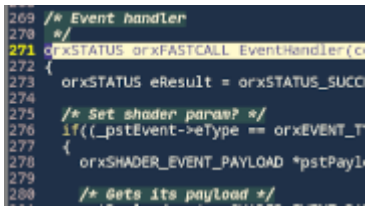
05. Multiple cameras & viewports


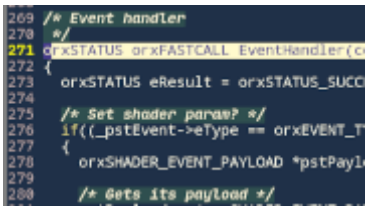
06. Sounds samples & musics streams


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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