

Welcome to the Beginner's Guide for Orx

In this series, we will take you through:

- Downloading a pre-built Visual Studio Project that includes the Orx library
- Changing it for your own game project
- Working through building a platform game

This game will cover many of the most common features that Orx provides.

We hope you enjoy working through it. If you spot any problems, or if anything is not clear, please get in touch with us on the forum, or over at Gitter.

Our aim is to help you get a grasp of Orx as quickly and as easily as possible, so your feedback is always very valuable to the community.

Let's start! Part 1 - Downloading Orx.

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