Getting Started with Orx

Introduction

This wiki contains tutorials, tips and general information about Orx, a portable, open source and data-driven 2D-oriented game engine.

You are encouraged to contribute to this wiki by adding code samples, tips or any useful information that could help other people with this engine.

Getting Orx

The latest up to date version of Orx can be cloned from github and set up with:

```
git clone https://github.com/orx/orx.git
```

This is the recommended version of Orx to use. For greater detail on cloning, please see: Cloning Orx from Github

For troubleshooting help building Orx please see: Troubleshoot Building Orx

The release version of Orx can be downloaded here:

https://github.com/orx/orx/releases

Main categories

Beginner's Guide

Our main guide for teaching newcomers how to set up Orx, create a project and write a simple game.

Config system

The config section details what the config system is, what each of the sections and properties are, and how they are used to set up the configuration data in your Orx game or application.

Examples

The examples section provides quick code snippits or reminders of how to use a particular function.

Tutorials

The tutorials section gives you help on a number of topics: animation, game development, compiling Orx, setting up projects, tips and techniques.

Reference

The reference section gives greater detail into all the classes available in orx. Class information is available in the API (http://orx-project.org/orx/doc/html) but the reference section gives more details on the overall classes and their purpose. It also contains links to relevant tutorials and topics for specific classes.

Reference will eventually be retired, and parts will be moved to other sections.

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