Anim

Includes:

- orxAnim
- orxAnimPointer
- orxAnimSet

OrxAnim

Animation (Data) Module. Allows to creates and handle Animations data. It consists of a structure containing data for a single animation and functions for handling and accessing them. Animations are structures. They thus can be referenced by Animation Sets (orxAnimSet) Module.

Config

- Animation

Tutorials

-todo-

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

Permanent link:
https://www.orx-project.org/wiki/en/orx/reference/anim/main?rev=1338727245

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