Anim

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.

OrxAnimPointer

Animation (Pointer) Module. Allows to creates and handle Animation Set Pointers. It consists of a structure containing pointers and counters referenced to an Animation Set. It also contains functions for handling and accessing animations of the referenced Animation Set. Animation Pointers are structures. They thus can be referenced by Graphics.

OrxAnimSet

Animation (Set) Module. Allows to creates and handle Sets of Anims. It consists of a structure containing Anims and their relations. It also contains functions for handling and accessing them. AnimSets are structures. They thus can be referenced by Anim Pointers.

Config

- Animation

Tutorials

Basic

- Grey's Tutorial 3: Static Scene (Warning: You are recommended to start with Grey's Tutorial 1)

Advanced

- Sausage's Tutorial 2: Realistic Walk Movement

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

Permanent link:
https://www.orx-project.org/wiki/en/orx/reference/anim/main?rev=1338744903

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