Reference

On this page I've tried to make it easier for you to find examples, tutorials and help for specific ORX classes. For the standard documentation/overview, click on this External Link.

Sections

- Reference: Anim
- Reference: Base
- Reference: Core
- Reference: Debug
- Reference: Display
- Reference: IO
- Reference: Main
- Reference: Math
- Reference: Memory
- Reference: Object
- Reference: Physics
- Reference: Plugin
- Reference: Render
- Reference: Sound
- Reference: Utils

Classes

- OrxAABox
- OrxAnim Anim: Handles Animation Data.
- OrxAnimSet Anim: Handles Sets of Animations.
- OrxBank
- OrxBody
- OrxCamera
- OrxClock Core: Handles Clocks.
- OrxCommand Core: Handles Custom Registered Commands.
- OrxConfig Core: Handles Configuration Files.
- OrxDebug Debug: Output Debug Info.
- OrxDecl Base: Has Base Declarations.
- OrxDisplay
- OrxEvent Core: Handles Internal Events
- OrxFPS Debug: Compute & Display FPS
- OrxFX
- OrxFile
- OrxFont
- OrxFrame
- OrxGraphic
- OrxHashTable
- OrxInput

- OrxJoystick
- OrxKeyboard
- OrxLinkList
- OrxLocale Core: Handles Localized Strings
- OrxMath
- OrxMemory
- OrxModule Base: Handles Modules.
- OrxMouse
- OrxOBox
- OrxObject
- OrxParam
- OrxPhysics
- OrxPlugin
- OrxProfiler Debug: Profile Code Execution
- OrxRender
- OrxScreenshot
- OrxShader
- OrxSound
- OrxSoundSystem
- OrxSpawner
- OrxString
- OrxStructure
- OrxSystem Core: Handles Modules.
- OrxText
- OrxTexture
- OrxTree
- OrxType Base: Base Types.
- OrxVector
- OrxViewport

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

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