

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](#).

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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	Display: Handles Display.
OrxEvent	Core: Handles Internal Events
OrxFPS	Debug: Compute & Display FPS
OrxFX	
OrxFile	IO: Handles Files+FileSystem.
OrxFont	Display: Handles Fonts.
OrxFrame	
OrxGraphic	Display: Handles 2D/3D Graphics.

OrxHashTable	
OrxInput	IO: Handles Inputs
OrxJoystick	IO: Handles Joystick input
OrxKeyboard	IO: Handles Keyboard input
OrxLinkList	
OrxLocale	Core: Handles Localized Strings
OrxMath	
OrxMemory	
OrxModule	Base: Handles Modules.
OrxMouse	IO: Handles Mouse input
OrxOBox	
OrxObject	
OriParam	
OrxPhysics	
OrxPlugin	
OrxProfiler	Debug: Profile Code Execution
OrxRender	
OrxScreenshot	Display: Captures Screenshots.
OrxShader	
OrxSound	
OrxSoundSystem	
OrxSpawner	
OrxString	
OrxStructure	
OrxSystem	Core: Handles Modules.
OrxText	Display: Handles Text.
OrxTexture	Display: Handles Textures.
OrxTree	
OrxType	Base: Base Types.
OrxVector	
OrxViewport	

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

Permanent link: <https://www.orx-project.org/wiki/en/orx/reference/main?rev=1338742884>

Last update: **2025/09/30 17:26 (8 months ago)**

