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	Math: Handles Axis-Aligned boxes.
OrxAnim	Anim: Handles Animation Data.
OrxAnimSet	Anim: Handles Sets of Animations.
OrxBank	Memory: Memory Allocation.
OrxBody	Physics: Handles Physical Bodies.
OrxCamera	Render: Handles Cameras.
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	Object: Special Effects.
OrxFile	IO: Handles Files+FileSystem.
OrxFont	Display: Handles Fonts.
OrxFrame	Object: Handles the Scene.
OrxGraphic	Display: Handles 2D/3D Graphics.

OrxHashTable	Utils: Handles HashTables.
OrxInput	IO: Handles Inputs.
OrxJoystick	IO: Handles Joystick input.
OrxKeyboard	IO: Handles Keyboard input.
OrxLinkList	Utils: Handles Linked Lists.
OrxLocale	Core: Handles Localized Strings.
OrxMath	Math: Base Math Functions.
OrxMemory	Memory: Memory Allocation.
OrxModule	Base: Handles Modules.
OrxMouse	IO: Handles Mouse input.
OrxOBox	Math: Handles Oriented boxes.
OrxObject	Object: Handles Objects.
OrxParam	Main: Handles command-line parameters.
OrxPhysics	Physics: Handles Physics Interactions.
OrxPlugin	Plugin: Loads Dynamic Code.
OrxProfiler	Debug: Profile Code Execution.
OrxRender	Render: Renders Visible Objects.
OrxScreenshot	Display: Captures Screenshots.
OrxShader	Render: Stores Shader Information.
OrxSound	Sound: Handles a Single Sound.
OrxSoundSystem	Sound: Handles all Sounds.
OrxSpawner	Object: Spawns Objects. (I think)
OrxString	Utils: Handles Strings.
OrxStructure	Object: Handles Structures.
OrxSystem	Core: Handles Modules.
OrxText	Display: Handles Text.
OrxTexture	Display: Handles Textures.
OrxTimeLine	Object: TimeLines are Sequences of Text Events.
OrxTree	Utils: Handles Trees.
OrxType	Base: Base Types.
OrxVector	Math: Handles Vectors
OrxViewport	Render: Handles Viewports

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

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