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

[b]Class Name[/b]	[b]Category[/b]	[b]Short Description[/b]
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

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

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https://www.orx-project.org/wiki/en/orx/reference/main?rev=1338743985

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