

# 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

[b]Class Name[/b]	[b]Category[/b]	[b]Short Description[/b]
<a href="#">OrxAABox</a>	Math:	Handles Axis-Aligned boxes.
<a href="#">OrxAnim</a>	Anim:	Handles Animation Data.
<a href="#">OrxAnimSet</a>	Anim:	Handles Sets of Animations.
<a href="#">OrxBank</a>	Memory:	Memory Allocation.
<a href="#">OrxBody</a>	Physics:	Handles Physical Bodies.
<a href="#">OrxCamera</a>	Render:	Handles Cameras.
<a href="#">OrxClock</a>	Core:	Handles Clocks.
<a href="#">OrxCommand</a>	Core:	Handles Custom Registered Commands.
<a href="#">OrxConfig</a>	Core:	Handles Configuration Files.
<a href="#">OrxDebug</a>	Debug:	Output Debug Info.
<a href="#">OrxDecl</a>	Base:	Has Base Declarations.
<a href="#">OrxDisplay</a>	Display:	Handles Display.
<a href="#">OrxEvent</a>	Core:	Handles Internal Events.
<a href="#">OrxFPS</a>	Debug:	Compute & Display FPS.
<a href="#">OrxFX</a>	Object:	Special Effects.
<a href="#">OrxFile</a>	IO:	Handles Files+FileSystem.
<a href="#">OrxFont</a>	Display:	Handles Fonts.
<a href="#">OrxFrame</a>	Object:	Handles the Scene.

<a href="#">OrxGraphic</a>	Display:	Handles 2D/3D Graphics.
<a href="#">OrxHashTable</a>	Utils:	Handles HashTables.
<a href="#">OrxInput</a>	IO:	Handles Inputs.
<a href="#">OrxJoystick</a>	IO:	Handles Joystick input.
<a href="#">OrxKeyboard</a>	IO:	Handles Keyboard input.
<a href="#">OrxLinkedList</a>	Utils:	Handles Linked Lists.
<a href="#">OrxLocale</a>	Core:	Handles Localized Strings.
<a href="#">OrxMath</a>	Math:	Base Math Functions.
<a href="#">OrxMemory</a>	Memory:	Memory Allocation.
<a href="#">OrxModule</a>	Base:	Handles Modules.
<a href="#">OrxMouse</a>	IO:	Handles Mouse input.
<a href="#">OrxOBox</a>	Math:	Handles Oriented boxes.
<a href="#">OrXObject</a>	Object:	Handles Objects.
<a href="#">OriParam</a>	Main:	Handles command-line parameters.
<a href="#">OrxPhysics</a>	Physics:	Handles Physics Interactions.
<a href="#">OrxPlugin</a>	Plugin:	Loads Dynamic Code.
<a href="#">OrxProfiler</a>	Debug:	Profile Code Execution.
<a href="#">OrxRender</a>	Render:	Renders Visible Objects.
<a href="#">OrxScreenshot</a>	Display:	Captures Screenshots.
<a href="#">OrxShader</a>	Render:	Stores Shader Information.
<a href="#">OrxSound</a>	Sound:	Handles a Single Sound.
<a href="#">OrxSoundSystem</a>	Sound:	Handles all Sounds.
<a href="#">OrxSpawner</a>	Object:	Spawns Objects. (I think)
<a href="#">OrxString</a>	Utils:	Handles Strings.
<a href="#">OrxStructure</a>	Object:	Handles Structures.
<a href="#">OrxSystem</a>	Core:	Handles Modules.
<a href="#">OrxText</a>	Display:	Handles Text.
<a href="#">OrxTexture</a>	Display:	Handles Textures.
<a href="#">OrxTimeLine</a>	Object:	TimeLines are Sequences of Text Events.
<a href="#">OrxTree</a>	Utils:	Handles Trees.
<a href="#">OrxType</a>	Base:	Base Types.
<a href="#">OrxVector</a>	Math:	Handles Vectors
<a href="#">OrxViewport</a>	Render:	Handles Viewports

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

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

