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

Class Name	Category	Short Description
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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