

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

| 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. |

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| OrxGraphic | Display | Handles 2D/3D Graphics. |
| OrxHashTable | Utils | Handles HashTables. |
| OrxInput | IO | Handles Inputs. |
| OrxJoystick | IO | Handles Joystick input. |
| OrxKeyboard | IO | Handles Keyboard input. |
| OrxLinkedList | 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. |
| OriParam | 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. |
| 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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Last update: **2025/09/30 17:26 (8 months ago)**

