

This area is being deactivated. Usable content is being moved out.

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](#).

Categories

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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 |

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

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