Object

OrxFrame

Frame (scene node) Module. Allows to handles frame (scene nodes). It consists in a nodes (arranged in a hierarchical tree) having their position given in their parent local coordinate subsystem and caching their global one (in the root coordinate system). They're used to give position, rotation & scale to an object or a group of objects. Frames are structures. They thus can be referenced by Object Module.

OrxFX

FX module. Allows to creates rendering special effects affecting color, scale, rotation and position of visuals.

OrxFXPointer

FXPointer module. Allows to creates rendering special effects containers for objects.

OrxObject

Object module. Allows to creates and handle objects Objects are structures containers that can refer to many other structures such as frames, graphics, etc…

OrxSpawner

Spawner module. Allows to spawn orxSPAWNERS Spawners derived from structures

OrxStructure

Structure module. Allows to creates and handle structures. Structures can be referenced by other structures (or objects).

OrxTimeLine

TimeLine module. Allows to creates time lines: sequences of text events

Config

- Object
- Spawner

Tutorials

Basic

- Basic Object Tutorial
- Basic Frame Tutorial
- Grey's Tutorial 3: Static Scene (Warning: You are recommended to start with Grey's Tutorial 1)

Advanced

- Sausage's Tutorial 3: Using orxObjects in Classes with an EventHandler

From:
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