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.
- Code Snippets

OrxFX

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

OrxFXPointer

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

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...
- Code Snippets

OrxSpawner

- Spawner module. Allows to spawn orxSPAWNERS Spawners derived from structures
- Code Snippets

OrxStructure

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

OrxTimeLine

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

Config

- Object
- Spawner

Tutorials

Basic

- Basic Object Tutorial
- Basic Frame Tutorial
- Basic FX Tutorial
- Basic Spawner & Shader Tutorial
- Static Scene Tutorial (Warning: You are recommended to start with Grey's Tutorial 1)
- Timelines / Tracks

Advanced

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

From:
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