

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

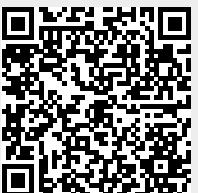
Basic

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



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Last update: **2025/09/30 17:26 (3 months ago)**