Grey

These are my (Grey's) tutorials. They're created as I teach myself how to use Orx, with the hope that my learning experiences can help others.

I've tried to avoid assumptions when it comes to who might be reading these tutorials, so I may explain things I don't need to, or not explain things I do. Please feel free to drop me a message on the forum, or edit these pages directly if anything like this is noticed. Otherwise; I hope this helps, enjoy!

"Tutorial 0: Build Orx From Source!"

"Tutorial 1: Set up your Development Environment."
Codelite, Code::Blocks, XCode and Visual Studio 2005, 2008 or 2010.

"Tutorial 2: Stand Alone Application."

"Tutorial 3: Scene Loading and Animation."

"Tutorial 4: Interaction and Physics."

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Last update: **2025/09/30 17:26 (14 months ago)**