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 1: Set up your Development Environment.

Tutorial 2: Stand Alone Application.

Tutorial 3: Scene Loading and Animation.

Tutorial 4: Interaction and Physics.

Tutorial 5: Compiling the Orx library for Linux.

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