

Scroll Notes

World Coordinates

Z-axis values are slightly more rigid than orx to provide additional support for ScrollEd (the level editor embedded in Scroll).

Z-axis is always centered around 0. ScrollEd uses layers and assumes foreground layers with a $Z < 0$, gameplay/physics layer with $Z = 0$, background layers with $Z > 0$.

Object Lifetime

Calling StartGame() allows for objects to receive Update() calls until StopGame() is executed.

From:

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

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