

# 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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<https://www.orx-project.org/wiki/en/tutorials/community/sergeig/scrollnotes>

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