

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

Permanent link:

<https://www.orx-project.org/wiki/en/tutorials/community/sergeig/scrollnotes?rev=1518583580>

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

