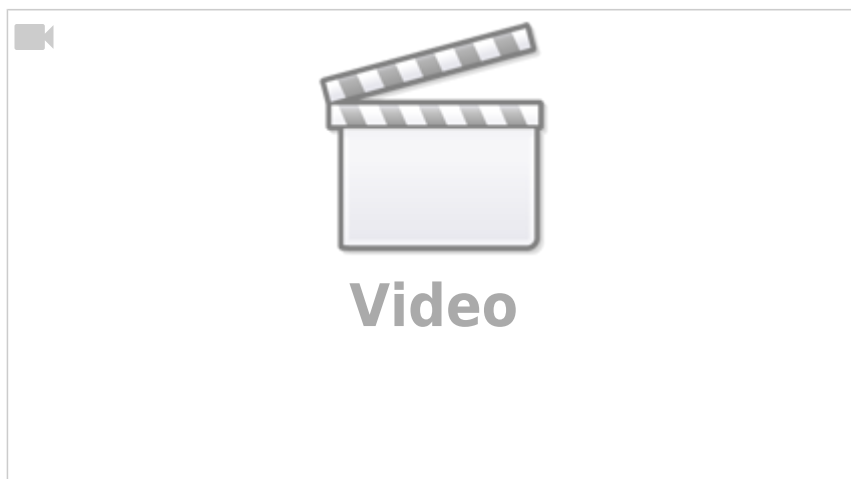


Embedding parts of Orx into other game engines

In this video Orx is embedded into the [Raylib](#), a game development library as an example of how parts of the Orx Engine can be used in other gaming libraries or engines.



From:

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

Permanent link:

https://www.orx-project.org/wiki/en/tutorials/engine/embedding_orx

Last update: **2024/11/28 03:59 (7 months ago)**

