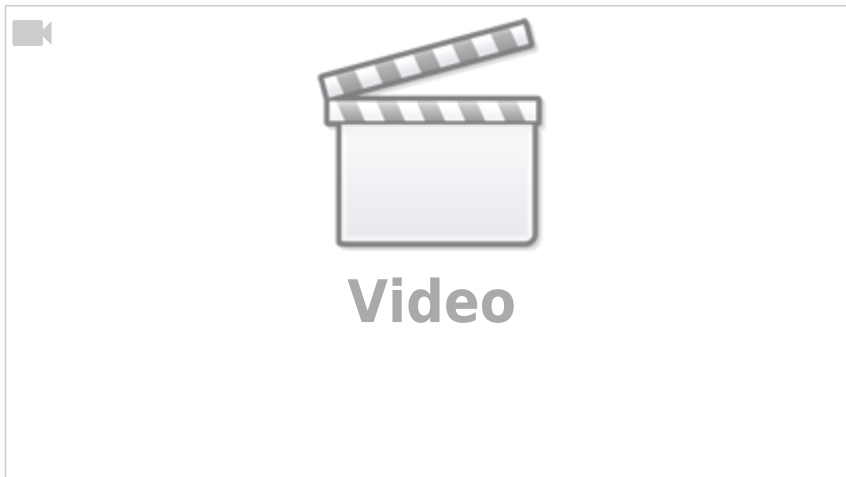


Embedding parts of Orx into other game engines

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.



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Last update: **2025/09/30 17:26 (8 months ago)**

