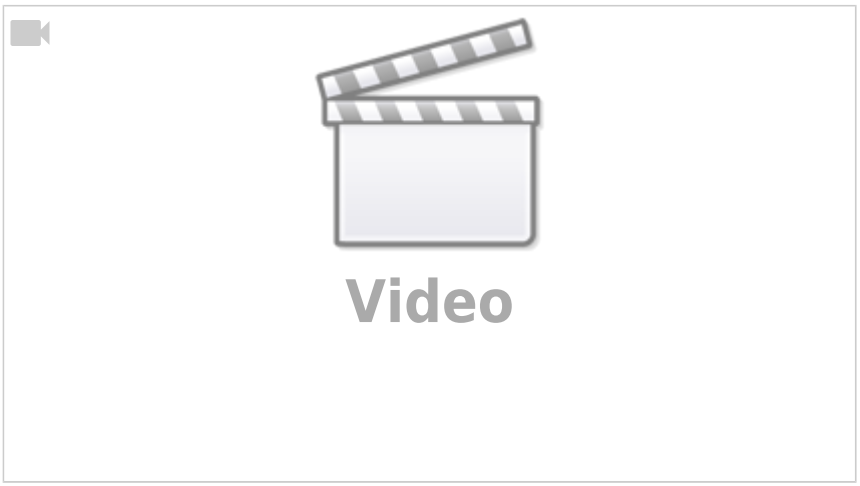
Embedding parts of Orx into other game engines

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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