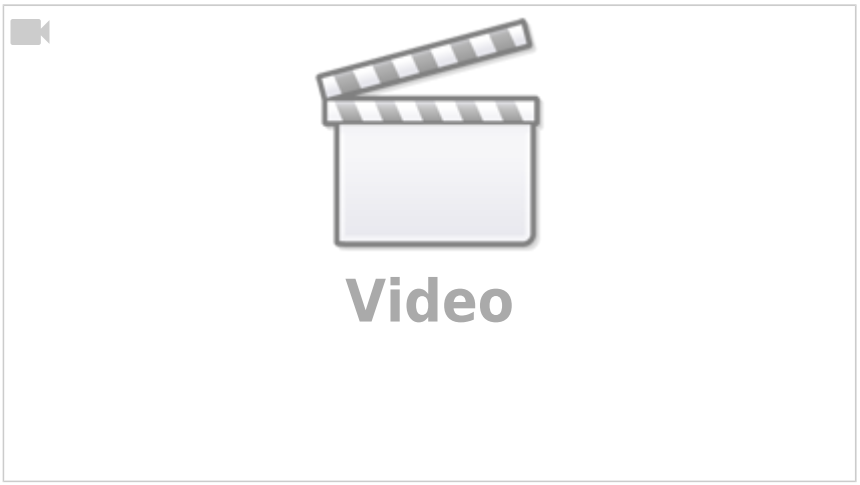
# Orx Extensions

Extensions are added when creating a new project. You can get a list of available extensions with: `init help`

At the time of writing, the current available extensions are:

| | |
|---|---|
| `bundle` | Automatic resource encryption & packaging |
| `cheat` | Secret pass/cheat code support |
| `c++` | Create a C++ project instead of C |
| `imgui` | Dear ImGui support (adds c++ as well) |
| `inspector` | Object debug GUI inspector (adds imgui as well) |
| `mod` | Audio MOD, XM & S3M support |
| `movie` | Movie (MPEG-1) support |
| `nuklear` | Nuklear support |
| `remote` | Web-served resources support, HTTP/1.1 only, proof of concept) |
| `scroll` | C++ convenience layer with config-object binding (adds c++ as well) |
| `sndh` | Audio SNDH (Atari ST) support |

In the following video, Iarwain goes through the process of creating a project that provides the code to play Amiga and PC styled music mods.




A new extension has been added in November 2024 which will be covered during the next live session. News and details can be found on the Orx Discord.

From:
https://www.orx-project.org/wiki/ - **Orx Learning**

Permanent link:
**https://www.orx-project.org/wiki/en/tutorials/engine/orx_extensions**

Last update: **2025/09/30 17:26 (14 months ago)**