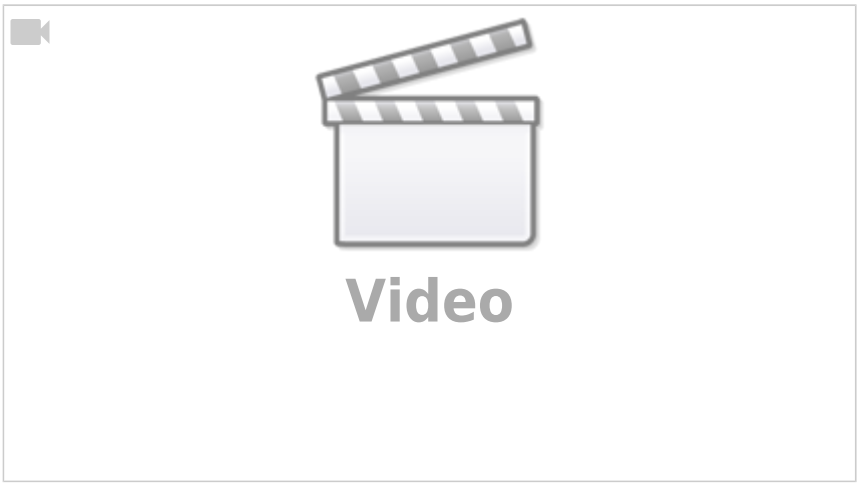
Orx Extensions

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.



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

Permanent link:
https://www.orx-project.org/wiki/en/tutorials/engine/orx_extensions?rev=1732879952

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