Tutorials Listed By Subject

This section contains all tutorials indexed by subject for orx, an opensource, portable, lightweight, data-driven & 2D-oriented game engine.
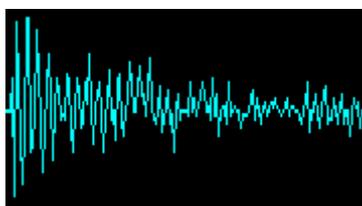
Those tutorials operates under a model of community contribution, ensuring its content is both created and utilized by its members. So **your contributions will be very welcome**. If you spot any problems, or if anything is not clear, please get in touch with us on the Orx Discord's Server. Thank you and Happy reading!

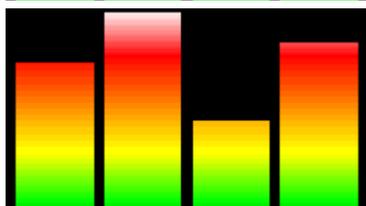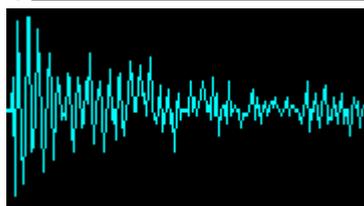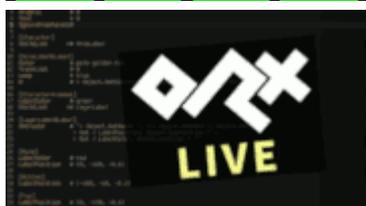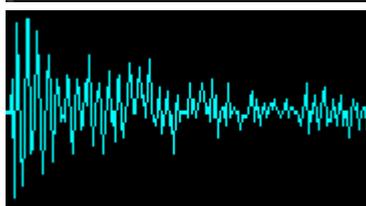[   ]Search

Audio
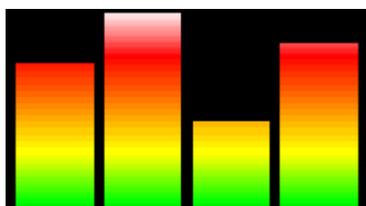
Sound & Music

Sound Recording

Sound Buses

Audio Filters

Audio filters, miniaudio & audio extensions Video

Sound Spatialization

Android

Working with Android (new users start here!)

Android Studio, NDK, and Orx library   Compiling Orx Library & Demo

Project   Android Demo as a template project

Using SWIG to talk to Java on Android   Android Packaging Scripts for
continued deployments

Animation

          New Animation System Walkthrough   Basic
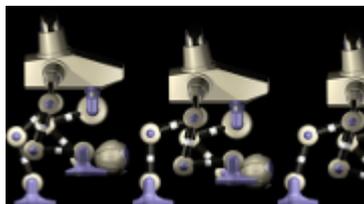

Animation   Animation and Clearing Targets

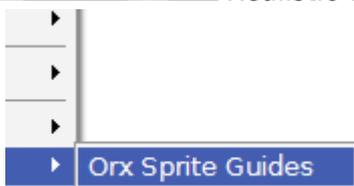Animation Inheritance with Prefixes   Text Animation

          Realistic Walk Movement   Creating Particle

Explosions   Addin for The Gimp to Extract Guides for Configuration
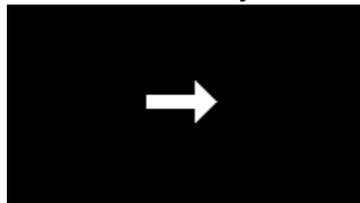
Mouse over effect for buttons　　　　　　　Creating an

Insect Object (Animation)　　　　　　　Animation Synchronization

Zero Length Frames　　　　　　　See more Animation

Examples

C++

Localization　　　　　　　Stand Alone Application

Using orxObjects in Classes with an EventHandler

An Introduction to orx/Scroll　　　　　　　Compiling hidapi

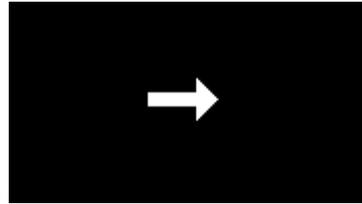in a game

Cameras

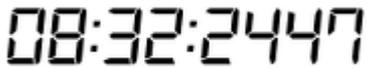Viewport and Camera　　　　　　　Cameras and Frustums

 orxScroll, Cameras and Viewports See more Camera Examples

Clocks

Clock

Code::Blocks

 Getting Code::Blocks for Windows Building the Orx Library with Code::Blocks on Mac OS X Building the Orx Library with Code::Blocks on Linux

Codelite

 Getting Codelite for Windows Building the Orx Library with Codelite on Mac OS X Building the Orx library on Linux with

 Codelite Setting up Codelite on Linux Stand

 Alone Application Codelite & Environment Variables Video

Color / Colour

 orxCOLOR and how to colour an object

 Converting a percentage to a color Web Color Literals
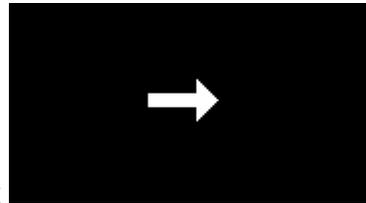
 A natural-looking glowing ball effect See more

Color Examples

Compositing

 Compositing (2D lighting with offscreen rendering)

 Viewport Render to Texture

Console

 Guide to the Orx Console and Commands The

Bounce Demo Custom Console Colors

Command Module

 Command Module Syntax Command and

Timeline Notes

Config

 Encrypting Config Files Saving information to a

config file Changing the Default Config File

Changing the Default Config File for orx/Scroll Retrieving and Updating

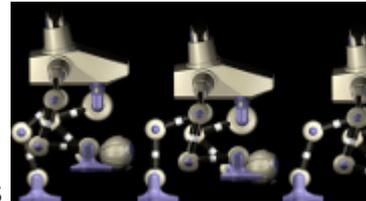Config Values Stepped Random Values Local-

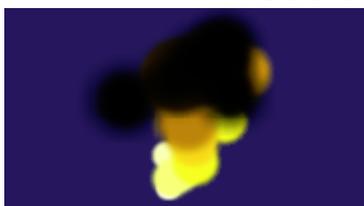only Config Overriding Video See more Config Examples
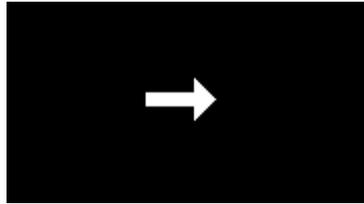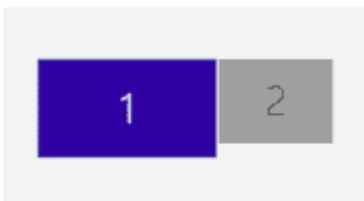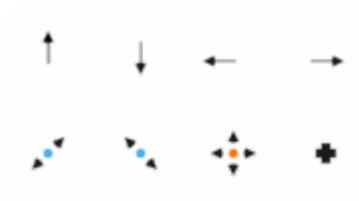
Controls

Interaction, Control and Physics Realistic Walk
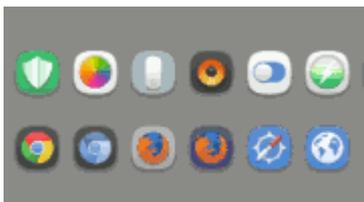
Movement Creating Particle Explosions
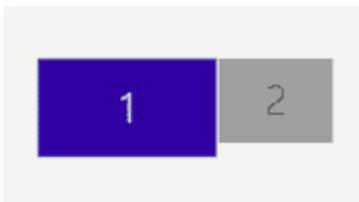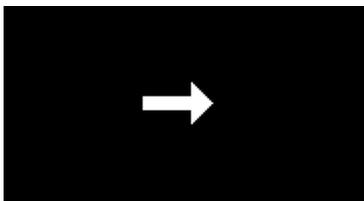
Display

Multiple Monitors Custom Mouse Cursors

Application Icons Borderless Window Mode

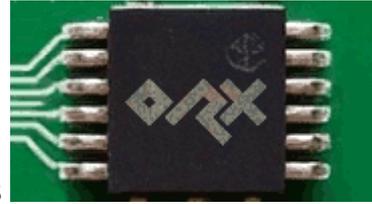See more Display Examples

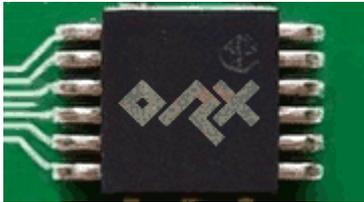## Downloads

Getting Started with Orx

Engine

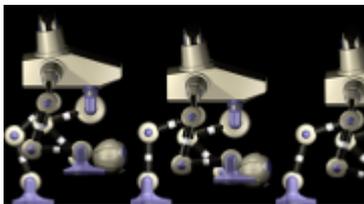 Embedding parts of Orx in other engines Orx
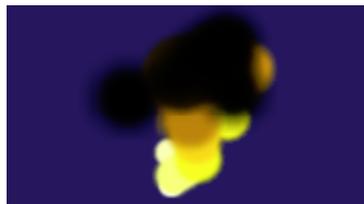Extensions Extending Orx with Plugins and Bundling

Events

 Realistic Walk Movement Using orxObjects in
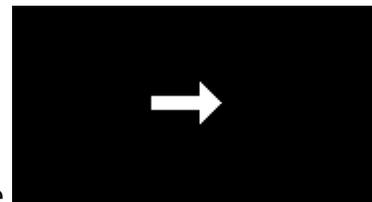Classes with an EventHandler Creating Particle Explosions

Fonts

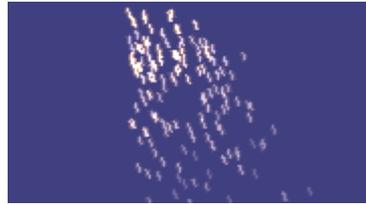 Fun with Text and Shaders orxFontGen
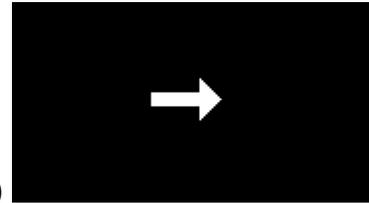 Font tool for unicode, including Chinese See
more Font Examples
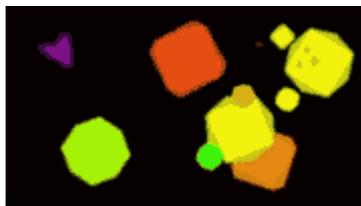
FX

FX

Sparks with Spawners and FX

Creating an Insect Object (Speed FX)

See more FX Examples

Game Writing Guides

Writing a local multiplayer Asteroids game

Beginner's Guide - Platform Game

Beginner's Guide - 2D UFO Game

Beginner's Guide - UFO Game Video Version

iPad / iOS / iPhone

Using compressed textures on the iPad

Porting a game to the iPad

Input

8 Way Joystick / Gamepad Control   Analog

Joystick / Gamepad Control   Analog Stick Threshold

Overriding a Controller Mapping   Remapping

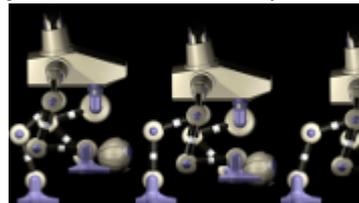Controller Inputs   Testing Key, Joystick and Mouse Inputs

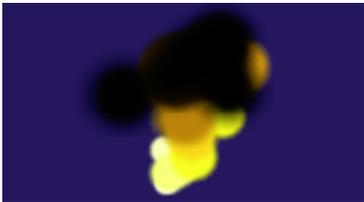Interaction, Control and Physics   Realistic Walk

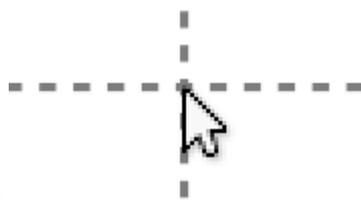Movement   Creating Particle Explosions   Mouse

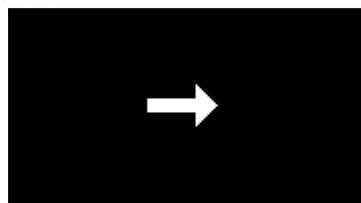over effect for buttons   Notes on input

Keyboard Inputs   Mouse Grab   Compiling hidapi
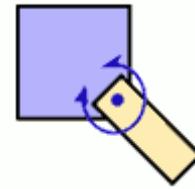
in a game   Input Triggers   See more Input
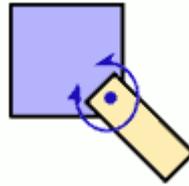
Examples

Joints

Creating an Insect Object (Revolute Joint) Weld

Joint on parent/child Objects with Bodies Z-order of Objects with Joints

Level Mapping

Semi-dynamic Objects and Level Mapping

Using the Tiled to ORX Converter Hexagon Grid Tutorial

Creating Maps in ScrollEd Pathfinding

Linux

Setting up a Development Environment on Linux

Linux Setup (brief overview) Building the Orx

library on Linux with Codelite Codelite in Linux
Building the Orx Library with Code::Blocks on Linux

Localisation

 Localization Localization and Multiple
Languages

Mac OS X

Setting up a Development Environment for Mac OS X

Cloning and building the Orx library on Mac OS X

Building the Orx Library with Xcode on Mac OS X

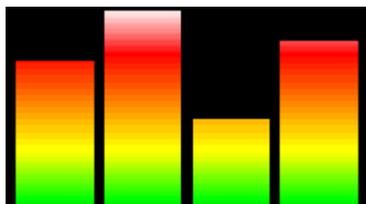Building the Orx Library with Codelite on Mac OS X

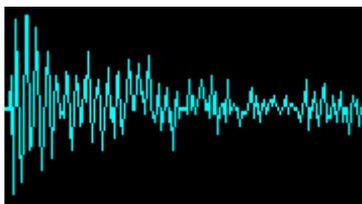Building the Orx Library with Code::Blocks on Mac OS X
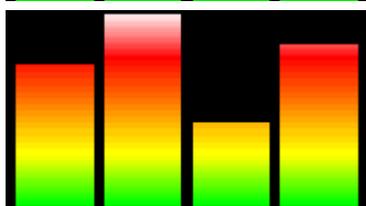
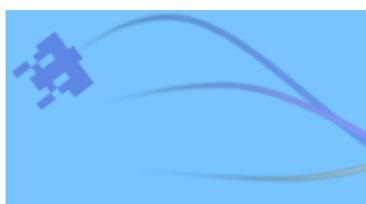Setting up a game project on Mac OS X

Music
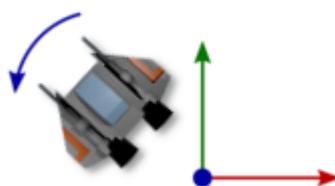

Sound & Music

Sound Recording
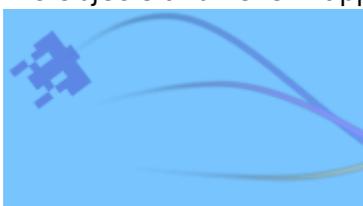

Sound Buses

Objects

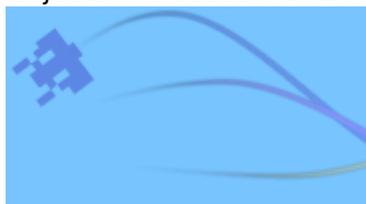Basic Object

Object Transformation

Semi-dynamic Objects and Level Mapping
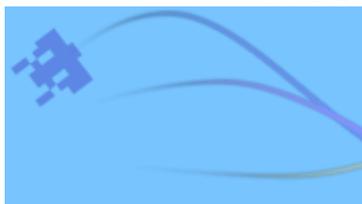

Objects in Classes with EventHandlers

The Binding of Objects

Object Traversing

Notes on Rotation
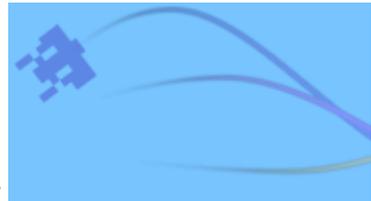
A natural-looking glowing ball effect   Creating

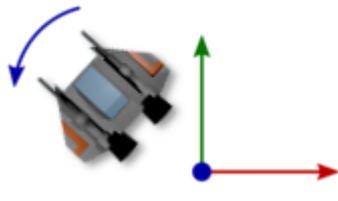an Insect Object   Creating an Object made of many Parts

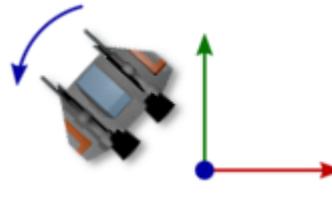Passing items from one Object to another

Object Lifetime   Relative Object Positioning and Scaling
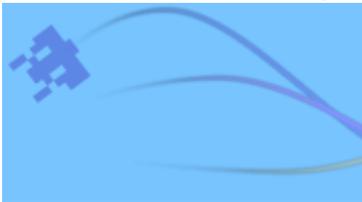
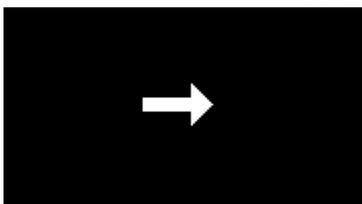Teleporting on Screen Edges   Literals for

Objects   Command Hooks for Object Events

Aged Objects   See more Object Examples

Orx Code (General)

orxSTRINGs, strings and chars   orxCOLOR and

how to colour an object Lists, HashTables and Trees

Orx (Setting up)

 Cloning Orx from Github Using Premake to

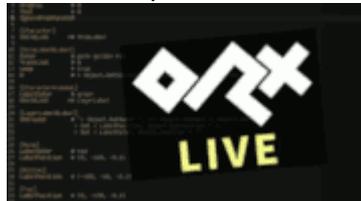create a Build Project to compile ORX from scratch Compiling Orx with

mingw32/gmake Download a pre-built Orx for your environment

 The Bounce Demo Getting & setting up Orx

Video

Orx/Scroll (C++ Abstraction layer for Orx)

 An Introduction to Orx/Scroll The Binding of

 Objects Creating an orx/Scroll project using 'init'

 Creating Maps in ScrollEd

 Colliding

 ScrollObjects with Orx Objects

Access Scroll class from ScrollObject

 ScrollObject to ScrollObject Communication

Changing the Default Config File for orx/Scroll
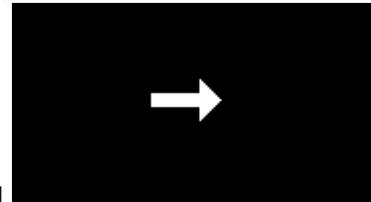
 Moving a ScrollObject along

a curve   orxScroll, Cameras and Viewports

ProgressBars in orxScroll Pathfinding See more orx/Scroll Examples

Physics

 Basic Physics and Collisions

 Physics

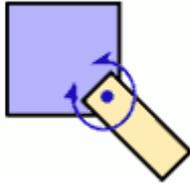 Raycasting

 Interaction, Control and Physics

 Using the Inkscape SVG to ORX Converter

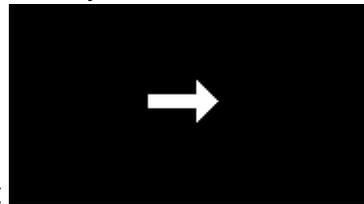Creating an Object made of many Parts Creating an Insect Object

(Animation) Weld Joint on parent/child Objects with Bodies

 Applying a force at a position point See more

Physics Examples

Premake (deprecated)

Using Premake to create a Build Project to compile ORX from scratch
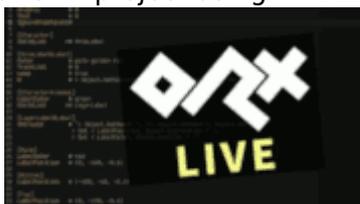
Projects

Creating your own project using 'init' The 'init'

command & available extensions Video How to update an existing project

Creating an orx/Scroll project using 'init'   How to use Premake to create a build configuration for your own project in any IDE/OS

XCode 3 Tutorial   Working with Android

Native Tutorial (deprecated)   Using the Android Demo as a template for your own projects

Publishing

Preparing for a release under Windows

Preparing for a release under MacOSX   Console-less Applications

Android Packaging Scripts for continued deployments

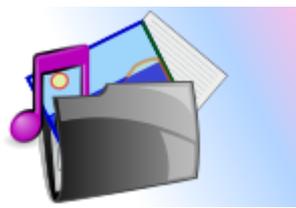Common Release Checklist

Scrolling
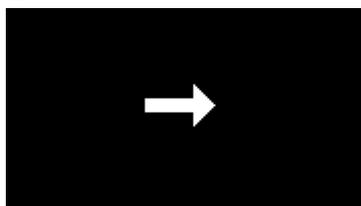
PLEASE REPLACE ME Scrolling

Resources
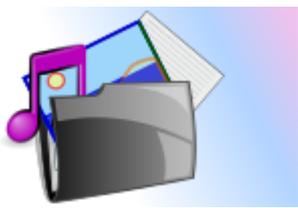
Zip Archive Resources

Resources over HTTP

Resource Reloading

See more Resource Examples

Scenes

Data-Driven Scene Transitions

Shaders

Getting started with Shaders in Orx

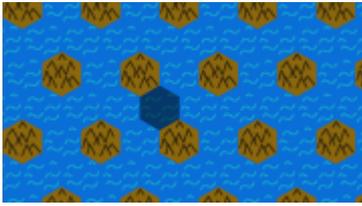Shaders in Screen Space

Spawner & Shader

Shader &

Lighting

Shader coordinates tutorial

Hexagon

Grid Tutorial

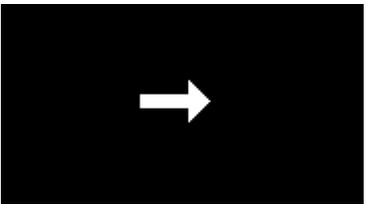Hexagon Grid Tutorial (Axial/Cubial Coordinates)
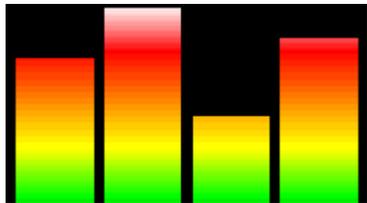

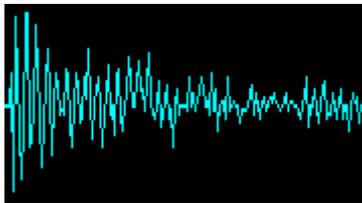A natural-looking glowing ball effect
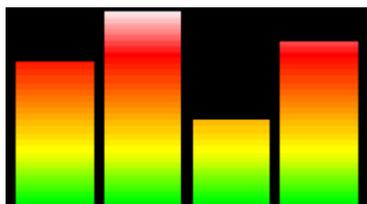

Fun with

Text and Shaders

Maps in a Shader

See more

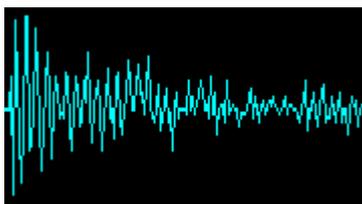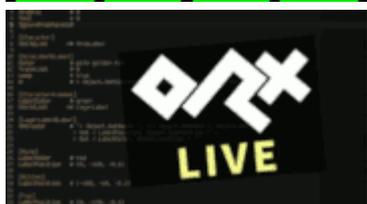Shader Examples

Sound

Sound & Music
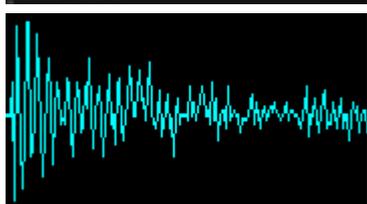

Sound Recording

Sound Buses

Audio Filters

Audio filters, miniaudio & audio extensions Video
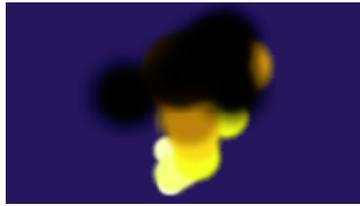

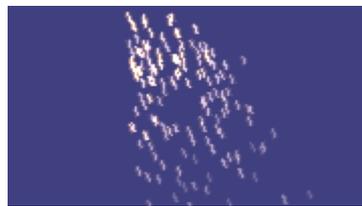Sound Spatialization

Spawners

Spawner & Shader

Creating Particle Explosions
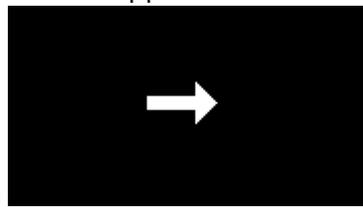

Spawning Bullets

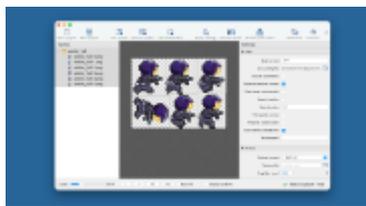
Sparks with Spawners and

FX

Futurama Appearance Effect

Spawners

using Relative Position and Scale

See more Spawner Examples

Sprites

Creating sprite sheets with TexturePacker

System

The Clipboard
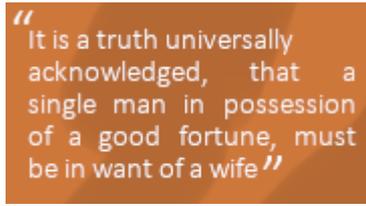

Drag and Drop

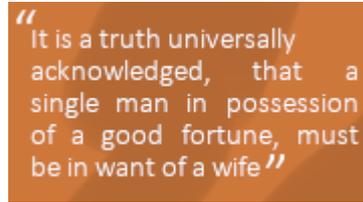Commandline Parameters

Text

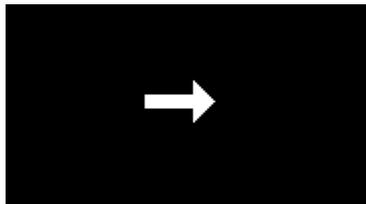 Text Boundaries   Fun with Text and Shaders

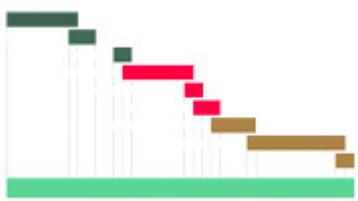 orxFontGen   Text Background

 See more Text Examples

Textures
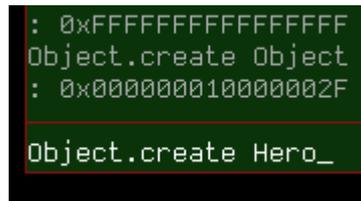
 Using compressed textures on the iPad

Timelines / Tracks

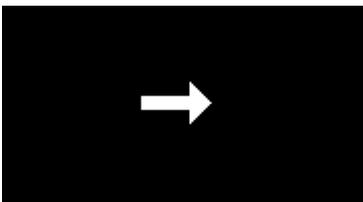 Timelines / Tracks   Command and Timeline
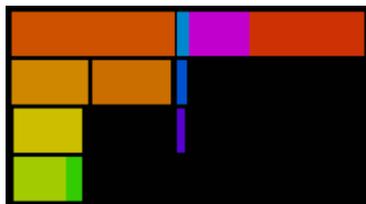

Notes   See more Track and Command Examples

Tools

The Orx Profiler   orxFontGen

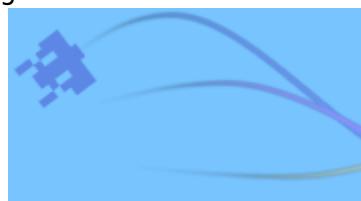Using the Inkscape SVG to ORX Converter

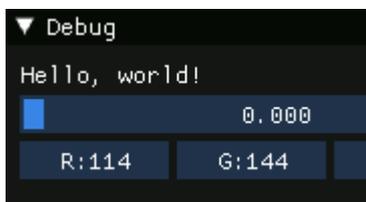Using the TMX to ORX Converter   Using the darkFunction to ORX Converter

Using SWIG to talk to Java on Android   Logging

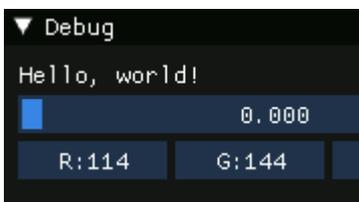all Structures to a Tree

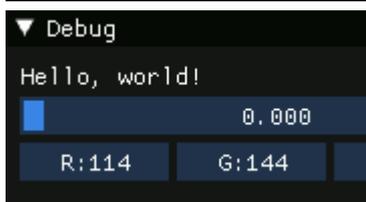## UI / User Interface

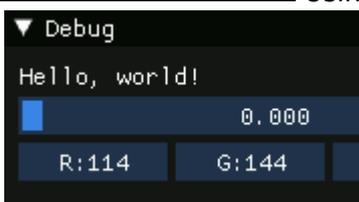Using ImGui with Orx   Using Nuklear with Orx

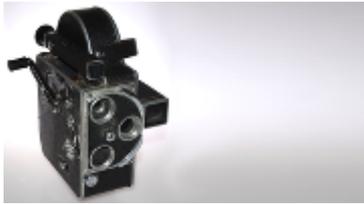Nuklear Font Management   Notes on Nuklear

with Orx   File Dialogs and Messageboxes
Mouser over effect for buttons

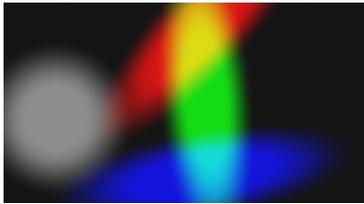## Viewports

Viewport & Camera

Heads Up Display (HUD)

using Viewport + Groups

Teleporting on Screen Edges

Viewport Render to Texture

Visual Studio

Building the Orx library with Visual Studio

Stand Alone Application

Windows

Compiling Orx with mingw32/gmake

Building the Orx library with Visual Studio

XCode

Xcode4 Scroll, Console-less, Resources

Building the Orx Library with Xcode on Mac OS X

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Last update: **2025/12/08 12:09 (6 months ago)**