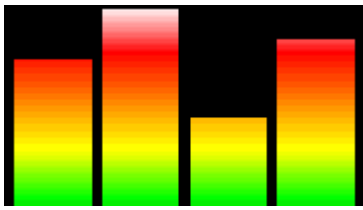


Tutorials Listed By Subject

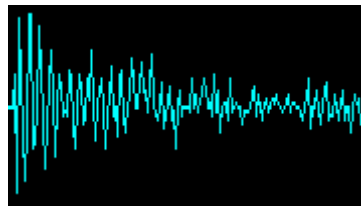
This section contains all tutorials indexed by subject for [orx](#), an opensource, portable, lightweight, data-driven & 2D-oriented game engine.

Contributions are very welcome.

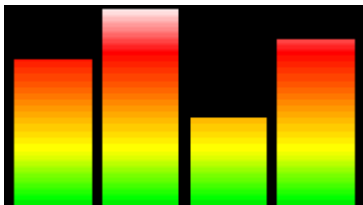
Audio



Sound & Music



Sound Recording



Sound Buses

Android



Working with Android (new users start here!)



Android Studio, NDK, and Orx library



Compiling Orx Library & Demo

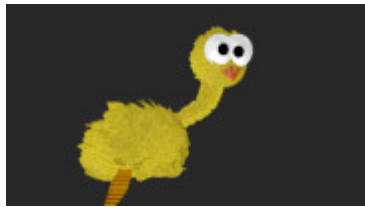
Project
Using SWIG to talk to Java on Android



Android Demo as a template project



Animation



New Animation System Walkthrough



Basic

Animation



Animation and Clearing Targets



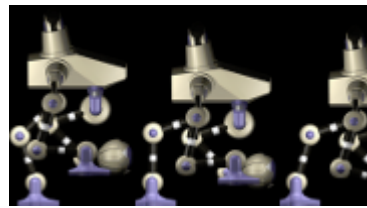
Animation Inheritance with Prefixes



Text Animation



Scene Loading and Animation



Realistic Walk

Movement



Creating Particle Explosions



Addin



for The Gimp to Extract Guides for Configuration



buttons

Creating an Insect Object (Animation)

Mouse over effect for



Animation Synchronization

C++



Localization



Stand Alone Application



Using orxObjects in Classes with an EventHandler

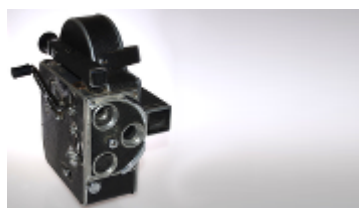


An Introduction to orx/Scroll

Cameras

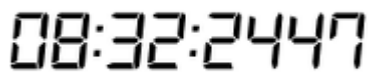


Viewport and Camera



Cameras and Frustums

Clocks



Clock

Code::Blocks



Getting Code::Blocks for Windows



Building the

Orx Library with Code::Blocks on Mac OS X
Code::Blocks on Linux



Building the Orx Library with

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 Visual Studio (win) or Codelite (linux)



Application

Setting up Codelite on Linux



Stand Alone

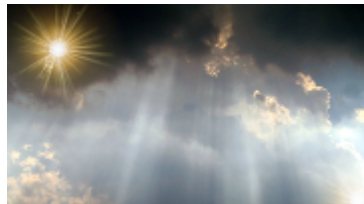
Color / Colour



orxCOLOR and how to colour an object



Converting a percentage to a color



A natural-looking glowing ball effect

Compositing



Compositing (2D lighting with offscreen rendering)



Viewport Render to Texture

Console

```
: 0xFFFFFFFFFFFFFFFF
Object.create Object
: 0x000000010000002F
Object.create Hero_
```

Guide to the Orx Console and Commands



The

```
: 0xFFFFFFFFFFFFFFFF
Object.create Object
: 0x000000010000002F
Object.create Hero_
```

Bounce Demo

Custom Console Colors

Command Module

```
: 0xFFFFFFFFFFFFFFFF
Object.create Object
: 0x000000010000002F
Object.create Hero_
```

Command Module Syntax

```
: 0xFFFFFFFFFFFFFFFF
Object.create Object
: 0x000000010000002F
Object.create Hero_
```

Command and

Timeline Notes

Config

```
[ShipObject@ObjectDefaults]
Graphic = ShipGraphic
Position = (400, 550, 0)
Scale = (4, 4, 0)
Body = ShipBody
```

Encrypting Config Files

```
[ShipObject@ObjectDefaults]
Graphic = ShipGraphic
Position = (400, 550, 0)
Scale = (4, 4, 0)
Body = ShipBody
```

Saving information to a

config file

```
[ShipObject@ObjectDefaults]
Graphic = ShipGraphic
Position = (400, 550, 0)
Scale = (4, 4, 0)
Body = ShipBody
```

Changing the Default Config File



```
[ShipObject@ObjectDefaults]
Graphic      = ShipGraphic
Position    = (400, 550, 0)
Scale       = (4, 4, 0)
Body        = ShipBody
```

Changing the Default Config File for orx/Scroll

Retrieving and Updating

```
[ShipObject@ObjectDefaults]
Graphic      = ShipGraphic
Position    = (400, 550, 0)
Scale       = (4, 4, 0)
Body        = ShipBody
```

Config Values

Stepped Random Values

Controls



Interaction, Control and Physics



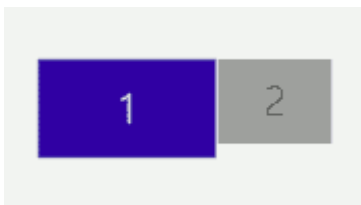
Realistic Walk

Movement



Creating Particle Explosions

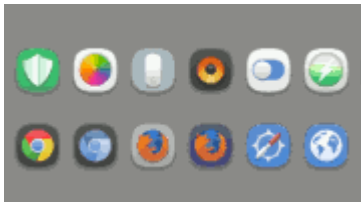
Display



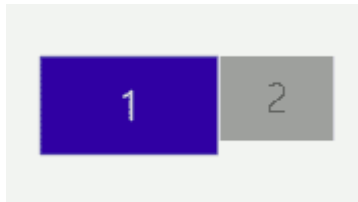
Multiple Monitors



Custom Mouse Cursors



Application Icons



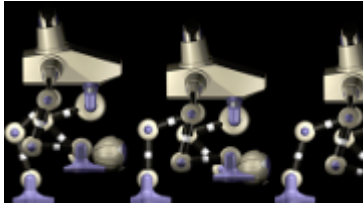
Borderless Window Mode

Downloads



Getting Started with Orx

Events



Realistic Walk Movement



Using orxObjects in

Classes with an EventHandler



Creating Particle Explosions

Fonts



Fun with Text and Shaders



orxFontGen



Font image generation tool (orxFontGen article 2)

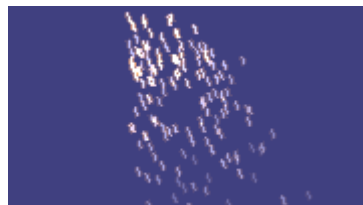


Font tool for unicode, including Chinese

FX



FX



Sparks with Spawners and FX



Creating an Insect Object (Speed FX)

Game Guides



Beginner's Guide - Platform Game



Beginner's



Making an Arkanoid Game

Guide - 2D UFO Game



Making an Arkanoid Game Part 2

iPad / iOS / iPhone



a game to the iPad

Using compressed textures on the iPad



Porting

Input

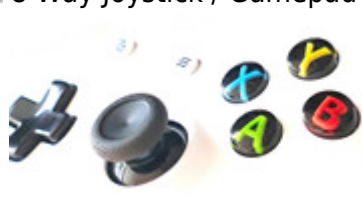


Joystick / Gamepad Control

8 Way Joystick / Gamepad Control



Analog



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
Keyboard Inputs

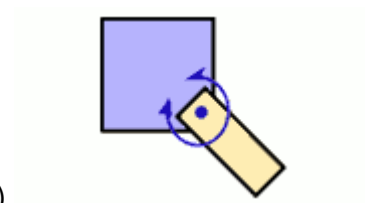
Notes on input



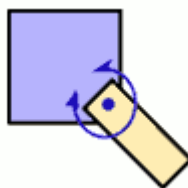
Joints



Creating an Insect Object (Revolute Joint)



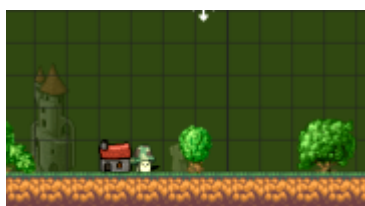
Weld



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

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 Studio (win) or Codelite (linux)

Setting up Visual

Localisation



Languages

Localization



Localization and Multiple

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

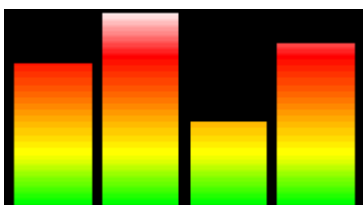


Building the Orx Library with Code::Blocks on Mac OS X

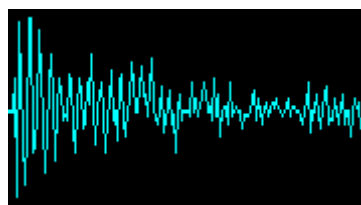


Setting up a game project on Mac OS X

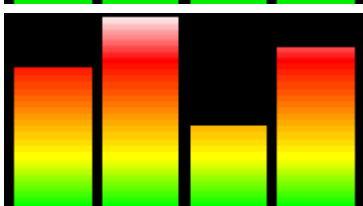
Music



Sound & Music



Sound Recording

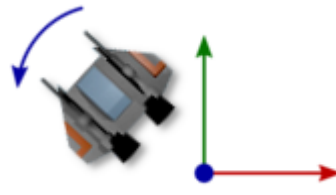


Sound Buses

Objects



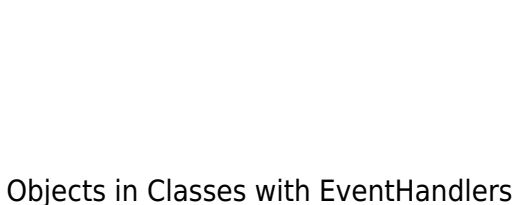
Basic Object



Object Transformation



Semi-dynamic Objects and Level Mapping



Objects in Classes with EventHandlers



The Binding of Objects



Object Traversing



Notes on Rotation



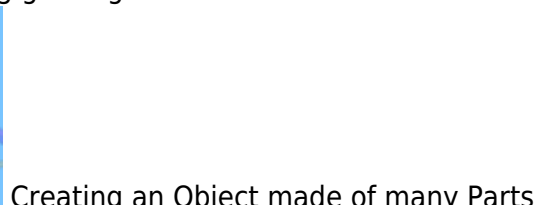
A natural-looking glowing ball effect



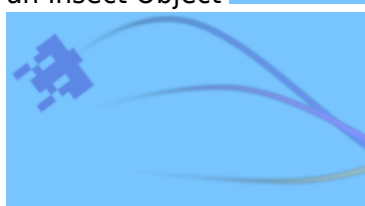
Creating



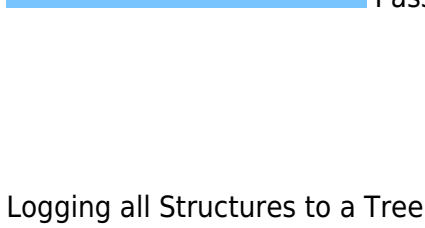
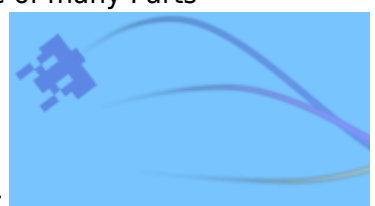
an Insect Object



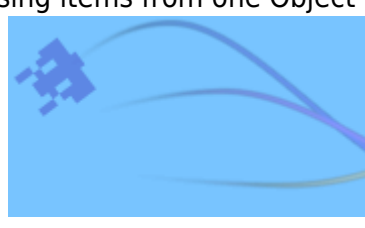
Creating an Object made of many Parts



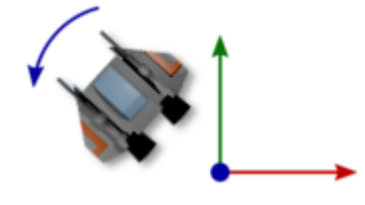
Passing items from one Object to another



Logging all Structures to a Tree



Object Lifetime



Relative Object Positioning and Scaling



Teleporting on Screen Edges

Orx Code (General)

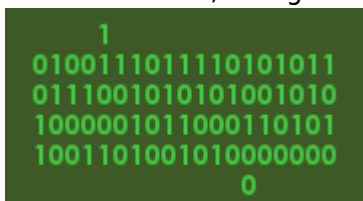


orxSTRINGS, strings and chars



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

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



SCROLL

An Introduction to Orx/Scroll



SCROLL

The Binding of



SCROLL

Objects

Empty Orx/Scroll Project



SCROLL

Creating your



own orx/Scroll project using 'init'

Creating Maps in ScrollEd



SCROLL

Colliding ScrollObjects with Orx Objects



SCROLL

Access



SCROLL

Scroll class from ScrollObject

ScrollObject to ScrollObject Communication



SCROLL

Changing the Default Config File for orx/Scroll



SCROLL

Moving a ScrollObject along a curve

Physics



Basic Physics and Collisions



Physics



Interaction, Control and Physics



Using the

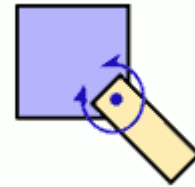


Inkscape SVG to ORX Converter

Creating an Object made of many Parts



Creating an Insect Object (Animation)



Weld



Joint on parent/child Objects with Bodies point

Applying a force at a position

Premake



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



How to use Premake to create a build configuration for your own project in any IDE/OS

Projects



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

How to



XCode 3 Tutorial



Working with Android



Native Tutorial (deprecated)



Using the Android



Demo as a template for your own projects

Using orxhub

Publishing



Preparing for a release under Windows



Preparing for a release under MacOSX



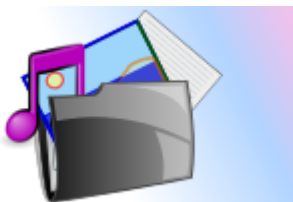
Console-less Applications

Scrolling

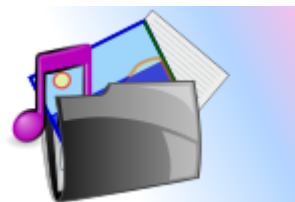


Scrolling

Resources



Zip Archive Resources



Resources over HTTP

Scenes



Data-Driven Scene Transitions



Scene Loading

and Animation

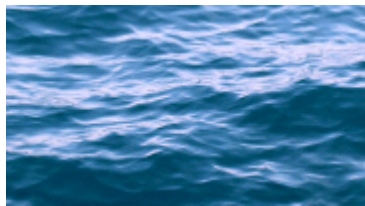
Shaders



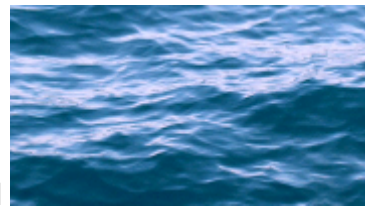
Spawner & Shader



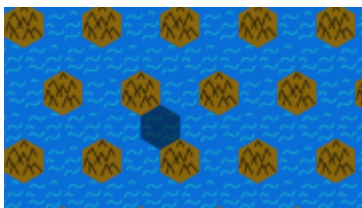
Shader & Lighting



Shader coordinates tutorial



Hexagon Grid



Tutorial

Hexagon Grid Tutorial (Axial/Cubial Coordinates)



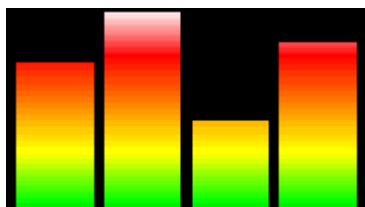
Text and Shaders

A natural-looking glowing ball effect

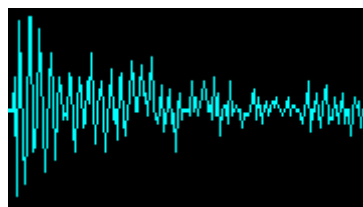


Fun with

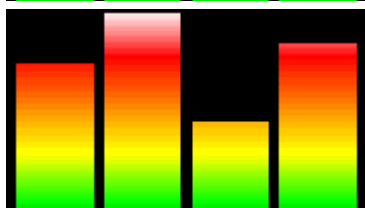
Sound



Sound & Music



Sound Recording



Sound Buses

Spawners



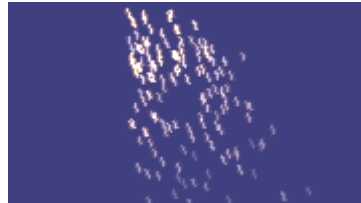
Spawner & Shader



Creating Particle Explosions



Spawning Bullets



Sparks with Spawners and



FX Futurama Appearance Effect using Relative Position and Scale

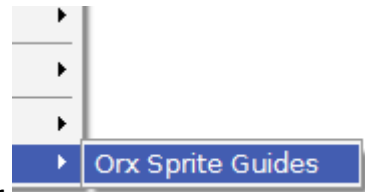


Spawners

Sprites



Using the darkFunction to ORX Converter Addin for The Gimp to Extract Guides for Configuration



Standalone Application



Stand Alone Application



Localization



Scene Loading and Animation



Interaction,

Control and Physics

System



The Clipboard



Drag and Drop



Commandline Parameters

Text



Fun with Text and Shaders



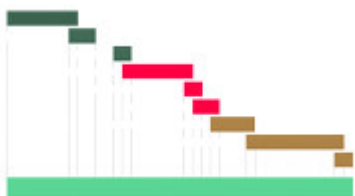
orxFontGen

Textures



Using compressed textures on the iPad

Timelines / Tracks



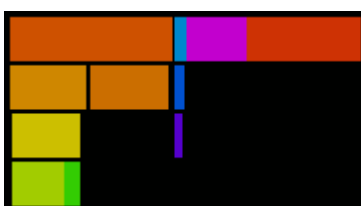
Timelines / Tracks

```
: 0xFFFFFFFFFFFFFFFF
Object.create Object
: 0x0000000010000002F
Object.create Hero_
```

Command and Timeline

Notes

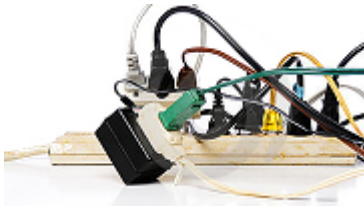
Tools



The Orx Profiler



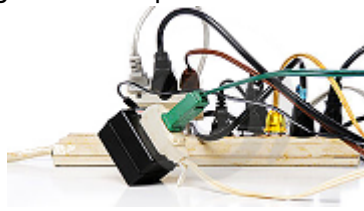
orxFontGen



Using the Inkscape SVG to ORX Converter



Using the TMX to ORX Converter

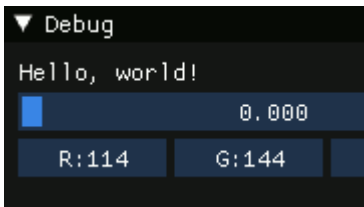


Using the darkFunction to ORX Converter

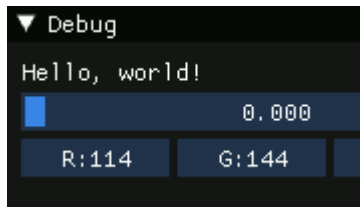


Using SWIG to talk to Java on Android

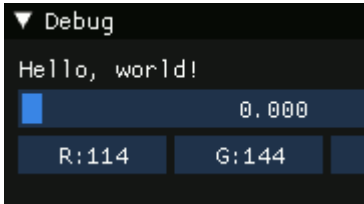
UI / User Interface



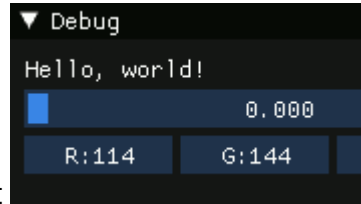
Using ImGui with Orx



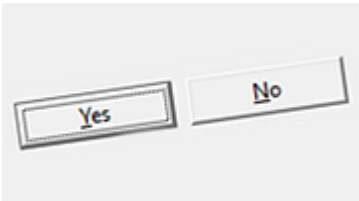
Using Nuklear with Orx



Nuklear Font Management



Notes on Nuklear



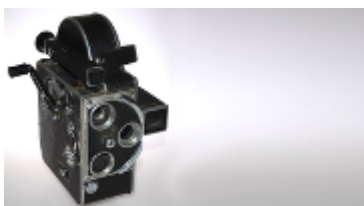
with Orx

File Dialogs and Messageboxes

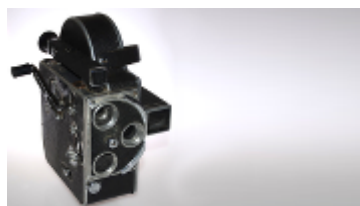
Mouser over effect for buttons



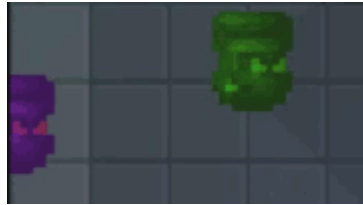
Viewports



Viewport & Camera



Heads Up Display (HUD)



using Viewport + Groups

Teleporting on Screen Edges

Visual Studio



Building the Orx library with Visual Studio 2015/2017



Setting up Visual Studio (win) or Codelite (linux)



Stand Alone Application

Windows



Compiling Orx with mingw32/gmake



Building



the Orx library with Visual Studio 2015/2017 or Codelite (linux)

Setting up Visual Studio (win)

XCode



Xcode4 Scroll, Console-less, Resources Building the Orx Library with Xcode on Mac OS X

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

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Last update: **2020/07/02 04:41 (4 days ago)**

