# **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.
Search
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 ➤ Android Demo as a template project ➤ Using SWIG to talk to Java on Android
Animation
New Animation System Walkthrough → Basic Animation → Animation and Clearing Targets → Animation Inheritance with Prefixes → Scene Loading and 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)
C++
$\stackrel{ullet}{\simeq}$ Localization $\stackrel{ullet}{\simeq}$ Stand Alone Application $\stackrel{ullet}{\simeq}$ Using orxObjects in Classes with an EventHandler $\stackrel{ullet}{\simeq}$ 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 Building the Orx Library with Code::Blocks on Linux

### **Codelite**

 $lue{x}$  Getting Codelite for Windows  $lue{x}$  Building the Orx Library with Codelite on Mac OS X  $lue{x}$  Building the Orx library on Linux with Codelite  $lue{x}$  Setting up Visual Studio (win) or Codelite (linux)  $lue{x}$  Setting up Codelite on Linux  $lue{x}$  Stand Alone Application

### **Color / Colour**

 $\stackrel{\square}{=}$  orxCOLOR and how to colour an object  $\stackrel{\square}{=}$  Converting a percentage to a color  $\stackrel{\square}{=}$  A natural-looking glowing ball effect

# **Compositing**

■ Compositing (2D lighting with offscreen rendering) ■ Viewport Render to Texture

### **Console**

■ Guide to the Orx Console and Commands ■ The Bounce Demo

### **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

# **Controls**

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

### **Display**

### **Downloads**

■ Getting Started with Orx

#### **Events**

#### **Fonts**

➤ Fun with Text and Shaders ➤ orxFontGen ➤ Font image generation tool (orxFontGen article 2) ➤ Font tool for unicode, including Chinese

### FX

**I** FX ■ Sparks with Spawners and FX ■ Creating an Insect Object (Speed FX)

### **Game Guides**

➤ Beginner's Guide - Platform Game ➤ Beginner's Guide - 2D UFO Game ➤ Making an Arkanoid Game ➤ Making an Arkanoid Game Part 2

### iPad / iOS / iPhone

lacksquare Using compressed textures on the iPad lacksquare 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

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

### Localisation

Localization

#### Mac OS X

 $le \times$  Setting up a Development Environment for Mac OS X  $le \times$  Cloning and building the Orx library on Mac OS X  $le \times$  Building the Orx Library with Xcode on Mac OS X  $le \times$  Building the Orx Library with Code::Blocks on Mac OS X  $le \times$  Setting up a game project on Mac OS X

#### Music

Sound & Music Sound Recording Sound Buses

## **Objects**

Basic Object Sobject 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

# **Orx Code (General)**

 $\stackrel{\blacksquare}{\boxtimes}$  orxSTRINGs, strings and chars  $\stackrel{\blacksquare}{\boxtimes}$  orxCOLOR and how to colour an object  $\stackrel{\blacksquare}{\boxtimes}$  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)**

# **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 ■ Applying a force at a position point

### **Premake**

 $lue{star}$  Using Premake to create a Build Project to compile ORX from scratch  $lue{star}$  How to use Premake to create a build configuration for your own project in any IDE/OS

# **Projects**

# **Publishing**

➤ Preparing for a release under Windows ➤ Preparing for a release under MacOSX ➤ Console-less Applications

# Scrolling

Scrolling

### Resources

# **Scene Loading**

■ Scene Loading and Animation

### **Shaders**

le Spawner & Shader le Shader & Lighting le Shader coordinates tutorial le Hexagon Grid Tutorial le A natural-looking glowing ball effect le Fun with Text and Shaders

### Sound

Sound & Music Sound Recording Sound Buses

## **Spawners**

➤ Spawner & Shader ➤ Creating Particle Explosions ➤ Spawning Bullets ➤ Sparks with Spawners and FX ➤ Futurama Appearance Effect

# **Sprites**

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

# **Standalone Application**

 $lue{x}$  Stand Alone Application  $lue{x}$  Localization  $lue{x}$  Scene Loading and Animation  $lue{x}$  Interaction, Control and Physics

# System

■ The Clipboard ■ Drag and Drop

### **Text**

**I** Fun with Text and Shaders **I** orxFontGen

#### **Textures**

■ Using compressed textures on the iPad

# **Timelines / Tracks**

▼ Timelines / Tracks 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**

■ Mouser over effect for buttons ■ File Dialogs and Messageboxes

# **Viewports**

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

### **XCode**

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

From:

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

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Last update: 2025/09/30 17:26 (2 weeks ago)

