

# 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++

 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](#)  [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 Visual Studio \(win\) or Codelite \(linux\)](#)  [Setting up Codelite on Linux](#)  [Stand Alone Application](#)

## 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

 [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

 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 Guide - 2D UFO Game  Making an Arkanoid Game  Making an Arkanoid Game Part 2

## 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

## 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 [✖](#) Setting up Visual Studio (win) or Codelite (linux)

## Localisation

[✖](#) Localization

## 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











## 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)

 [An Introduction to Orx/Scroll](#)  [The Binding of Objects](#)  [Empty Orx/Scroll Project](#)  [Creating your own 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](#)





## 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

 [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'](#)  [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](#)  [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](#)




## Scene Loading

 [Scene Loading and Animation](#)






## Shaders

 [Spawner & Shader](#)  [Shader & Lighting](#)  [Shader coordinates tutorial](#)  [Hexagon Grid Tutorial](#)  [A natural-looking glowing ball effect](#)  [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

 [Stand Alone Application](#)  [Localization](#)  [Scene Loading and Animation](#)  [Interaction, Control and Physics](#)


## System

 [The Clipboard](#)  [Drag and Drop](#)

## Text

 [Fun with Text and Shaders](#)  [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

 Using ImGui with Orx  File Dialogs and Messageboxes  Mouser over effect for buttons




## Viewports

 Viewport & Camera  Heads Up Display (HUD) using Viewport + Groups

## 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

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