

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.

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- ☒ Interaction, Control and Physics ☒ Realistic Walk Movement ☒ Creating Particle Explosions

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Getting Started with Orx

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

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 Mouse over effect for buttons Notes on input Keyboard Inputs

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Localization

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Sound & Music Sound Recording Sound Buses

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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)

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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

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Scrolling

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Scene Loading and Animation

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A natural-looking glowing ball effect Fun with Text and Shaders

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Sound & Music Sound Recording Sound Buses

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Stand Alone Application Localization Scene Loading and Animation Interaction, Control and Physics

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The Clipboard Drag and Drop

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Fun with Text and Shaders orxFontGen

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Using compressed textures on the iPad

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Timelines / Tracks Command and Timeline Notes

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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

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

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Building the Orx library with Visual Studio 2015/2017 Setting up Visual Studio (win) or Codelite (linux) Stand Alone Application

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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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