

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](#)  [Object Lifetime](#)











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

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Last update: **2019/05/29 08:28 (5 years ago)**

