The Beginner's Guide to Orx

In this series, we will take you through:

- Building the Orx library
- Creating a Project
- Working through building a platform game

This game will cover many of the most common features that Orx provides.

We hope you enjoy working through it. If you spot any problems, or if anything is not clear, please get in touch with us on the forum, or over on Discord.

Our aim is to help you get a grasp of Orx as quickly and as easily as possible, so your feedback is always very valuable to the community.

Let's start! Part 1 - Downloading Orx.
- Part 17 - Timeline Tracks
- Part 18 - Exploding Monsters
- Part 19 - The Hero's survival.
- Part 20 - Text and Game Over