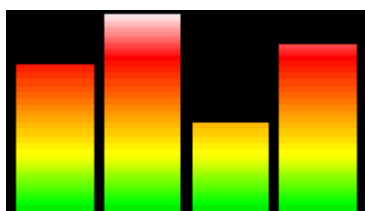


Tutorials Listed By Subject

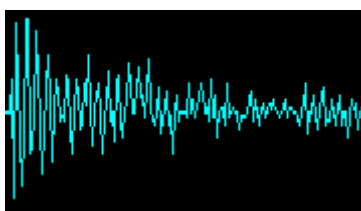
This section contains all tutorials indexed by subject for [orx](#), an opensource, portable, lightweight, data-driven & 2D-oriented game engine.

Contributions are very welcome.

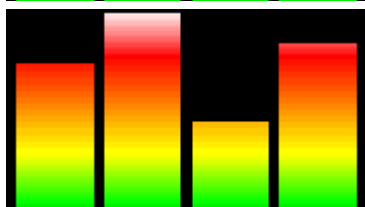
Audio



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



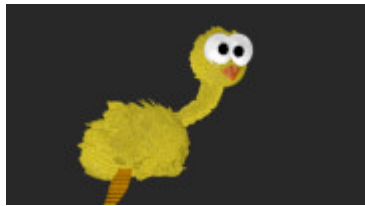
Using SWIG to talk to Java on Android



Android Packaging Scripts for

continued deployments

Animation



New Animation System Walkthrough



Basic

Animation



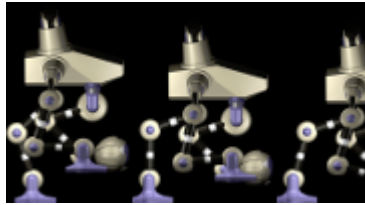
Animation and Clearing Targets



Animation Inheritance with Prefixes



Text Animation

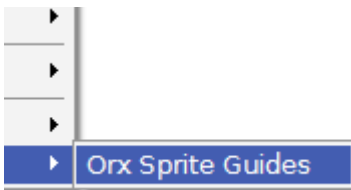


Realistic Walk Movement



Creating Particle

Explosions



Addin for The Gimp to Extract Guides for Configuration



Mouse over effect for buttons

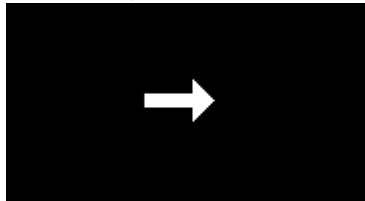


Creating an

Insect Object (Animation)



Animation Synchronization

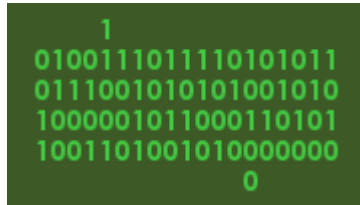


See more Animation Examples

C++



Localization



Stand Alone Application

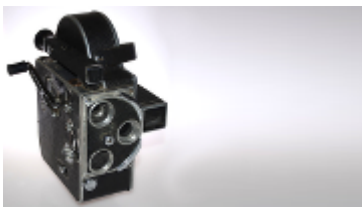


Using orxObjects in Classes with an EventHandler

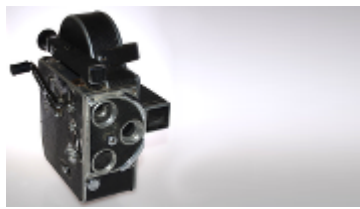


An Introduction to orx/Scroll

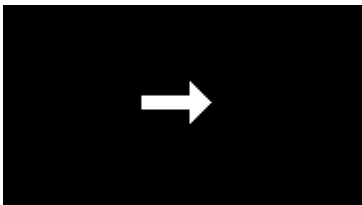
Cameras



Viewport and Camera

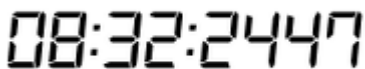


Cameras and Frustums



See more Camera Examples

Clocks



Clock

Code::Blocks



Getting Code::Blocks for Windows



Building the



Orx Library with Code::Blocks on Mac OS X
Code::Blocks on Linux

Building the Orx Library with

Codelite



Getting Codelite for Windows



Building the Orx



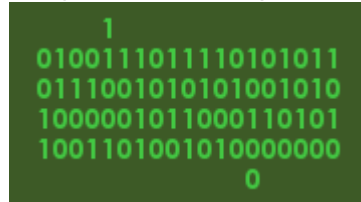
Library with Codelite on Mac OS X

Building the Orx library on Linux with



Codelite
Alone Application

Setting up Codelite on Linux



Stand

Color / Colour



orxCOLOR and how to colour an object



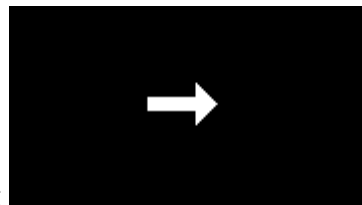
Converting a percentage to a color



Web Color Literals



A natural-looking glowing ball effect



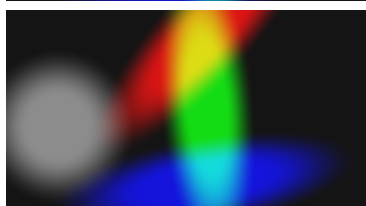
See more

Color Examples

Compositing



Compositing (2D lighting with offscreen rendering)



Viewport Render to Texture

Console

```
: 0xFFFFFFFFFFFFFFFF
Object.create Object
: 0x000000010000002F
Object.create Hero_
```

Guide to the Orx Console and Commands



The

```
: 0xFFFFFFFFFFFFFFFF
Object.create Object
: 0x000000010000002F
Object.create Hero_
```

Bounce Demo

Custom Console Colors

Command Module

```
: 0xFFFFFFFFFFFFFFFF
Object.create Object
: 0x000000010000002F
Object.create Hero_
```

Command Module Syntax

```
: 0xFFFFFFFFFFFFFFFF
Object.create Object
: 0x000000010000002F
Object.create Hero_
```

Command and

Timeline Notes

Config

```
[ShipObject@ObjectDefaults]
Graphic      = ShipGraphic
Position    = (400, 550, 0)
Scale       = (4, 4, 0)
Body        = ShipBody
```

Encrypting Config Files

```
[ShipObject@ObjectDefaults]
Graphic      = ShipGraphic
Position    = (400, 550, 0)
Scale       = (4, 4, 0)
Body        = ShipBody
```

Saving information to a

```
[ShipObject@ObjectDefaults]
Graphic      = ShipGraphic
Position    = (400, 550, 0)
Scale       = (4, 4, 0)
Body        = ShipBody
```

config file

Changing the Default Config File



```
[ShipObject@ObjectDefaults]
Graphic      = ShipGraphic
Position    = (400, 550, 0)
Scale       = (4, 4, 0)
Body        = ShipBody
```

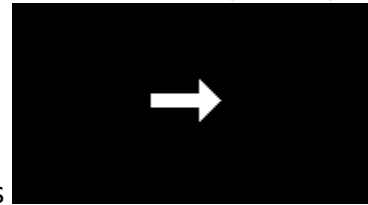
Changing the Default Config File for orx/Scroll

Retrieving and Updating

```
[ShipObject@ObjectDefaults]
Graphic      = ShipGraphic
Position    = (400, 550, 0)
Scale       = (4, 4, 0)
Body        = ShipBody
```

Config Values

Stepped Random Values



See

more Config Examples

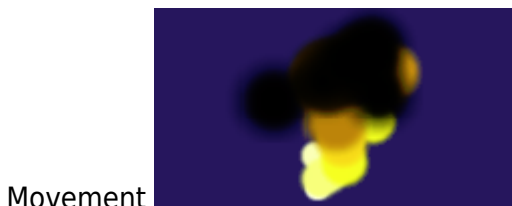
Controls



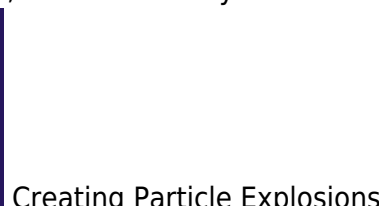
Interaction, Control and Physics



Realistic Walk

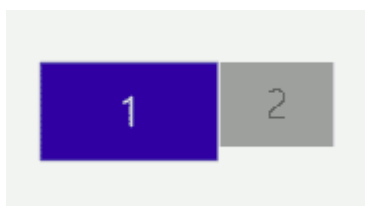


Movement

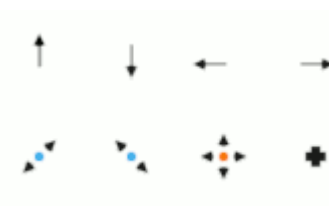


Creating Particle Explosions

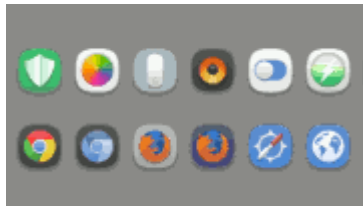
Display



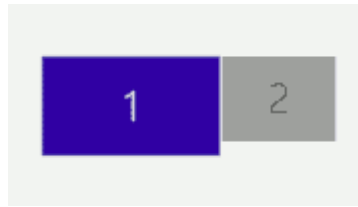
Multiple Monitors



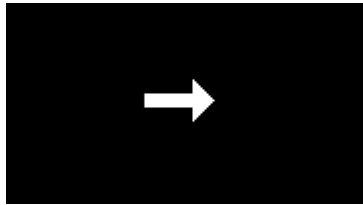
Custom Mouse Cursors



Application Icons



Borderless Window Mode



See more Display Examples

Downloads



Getting Started with Orx

Events



Realistic Walk Movement



Using orxObjects in

Classes with an EventHandler



Creating Particle Explosions

Fonts



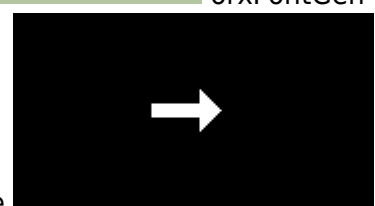
Fun with Text and Shaders



orxFontGen



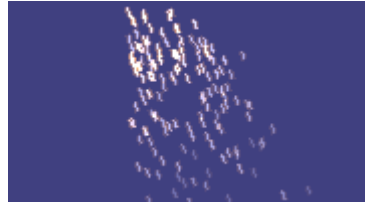
Font tool for unicode, including Chinese



See

more Font Examples

FX

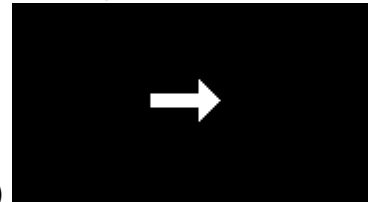


FX

Sparks with Spawners and FX



Creating an Insect Object (Speed FX)



See

more FX Examples

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



a game to the iPad

Using compressed textures on the iPad



Porting

Input



8 Way Joystick / Gamepad Control



Analog



Joystick / Gamepad Control

Analog Stick Threshold



Overriding a Controller Mapping



Remapping

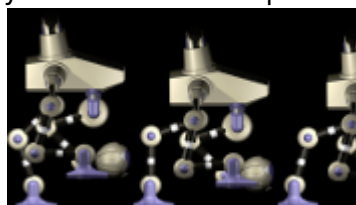


Controller Inputs

Testing Key, Joystick and Mouse Inputs



Interaction, Control and Physics



Realistic Walk



Movement

Creating Particle Explosions

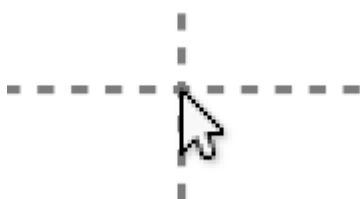


Mouse



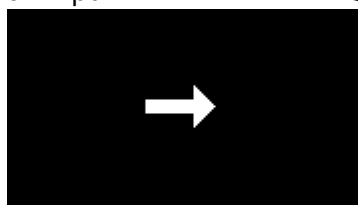
over effect for buttons

Notes on input



Keyboard Inputs Examples

Mouse Grab

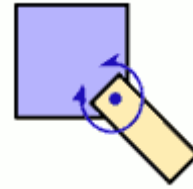


See more Input

Joints

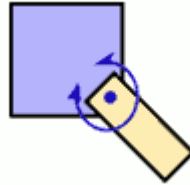


Creating an Insect Object (Revolute Joint)



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
Building the Orx Library with Code::Blocks on Linux

Codelite in Linux



Localisation



Languages

Localization



Localization and Multiple

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

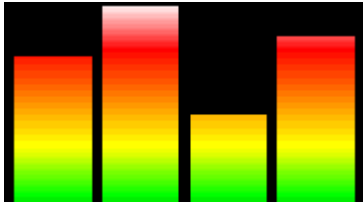


Building the Orx Library with Code::Blocks on Mac OS X

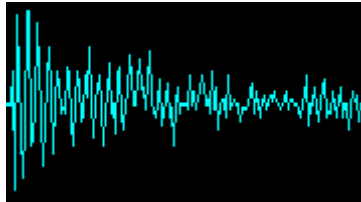


Setting up a game project on Mac OS X

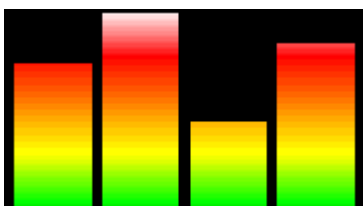
Music



Sound & Music



Sound Recording

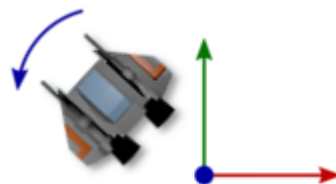


Sound Buses

Objects



Basic Object



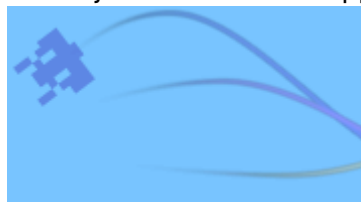
Object Transformation



Semi-dynamic Objects and Level Mapping



Objects in Classes with EventHandlers



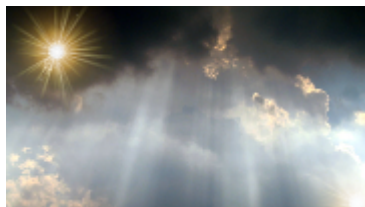
The Binding of Objects



Object Traversing



Notes on Rotation



A natural-looking glowing ball effect



Creating

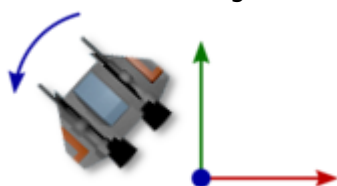


an Insect Object

Creating an Object made of many Parts

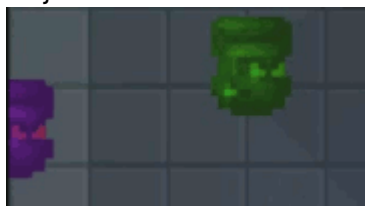


Passing items from one Object to another

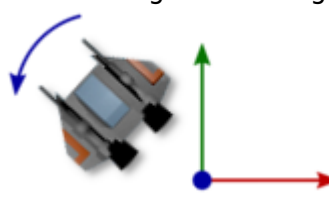


Object Lifetime

Relative Object Positioning and Scaling



Teleporting on Screen Edges

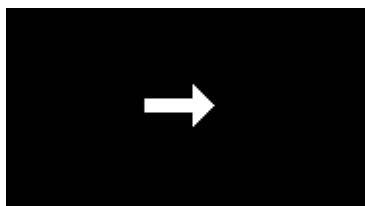


Literals for



Objects

Command Hooks for Object Events



Aged Objects

See more Object Examples

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

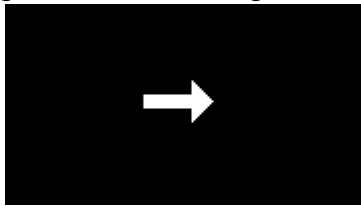


Scroll class from ScrollObject

ScrollObject to ScrollObject Communication



Changing the Default Config File for orx/Scroll



Moving a ScrollObject along a curve

See more orx/Scroll Examples

Physics



Basic Physics and Collisions



Physics



Interaction, Control and Physics



Using the

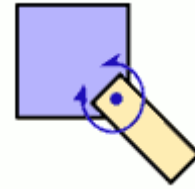
Inkscape SVG to ORX Converter



Creating an Object made of many Parts



Creating an Insect Object (Animation)

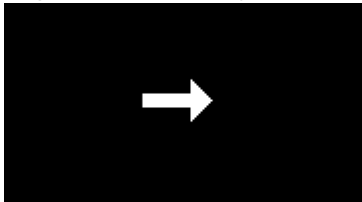


Weld



Applying a force at a position

Joint on parent/child Objects with Bodies



point

See more Physics Examples

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' use Premake to create a build configuration for your own project in any IDE/OS

How to



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



Android Packaging Scripts for continued deployments



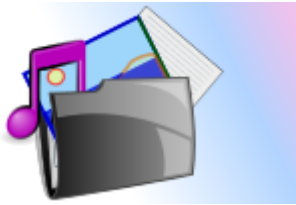
Common Release Checklist

Scrolling

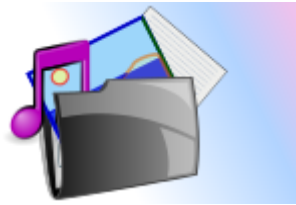


Scrolling

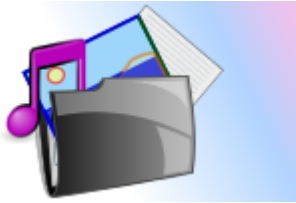
Resources



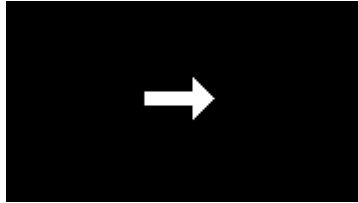
Zip Archive Resources



Resources over HTTP



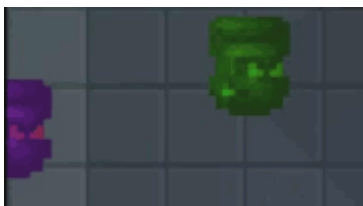
Resource Reloading



See more Resource

Examples

Scenes



Data-Driven Scene Transitions

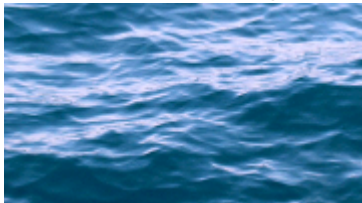
Shaders



Getting started with Shaders in Orx

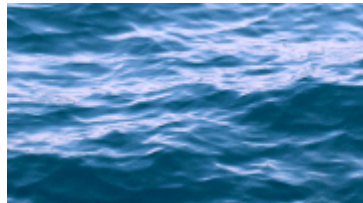


Shaders in

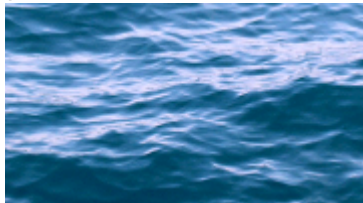


Screen Space

Spawner & Shader

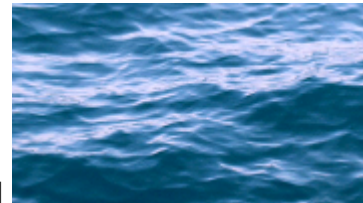


Shader &

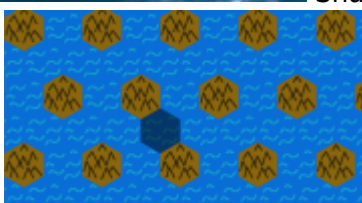


Lighting

Shader coordinates tutorial



Hexagon



Grid Tutorial

Hexagon Grid Tutorial (Axial/Cubial Coordinates)



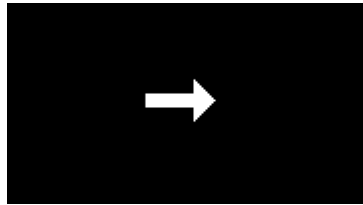
A natural-looking glowing ball effect



Fun with



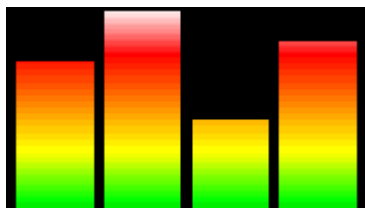
Maps in a Shader



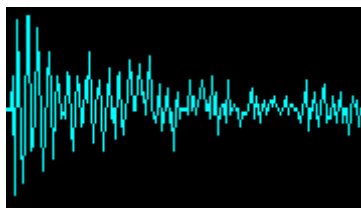
See more

Text and Shaders
Shader Examples

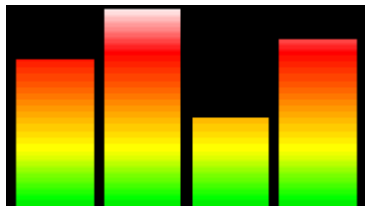
Sound



Sound & Music



Sound Recording



Sound Buses

Spawners



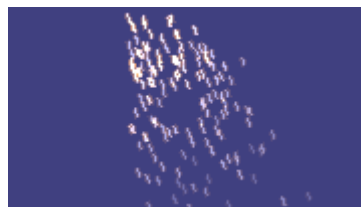
Spawner & Shader



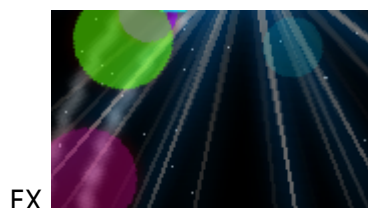
Creating Particle Explosions



Spawning Bullets



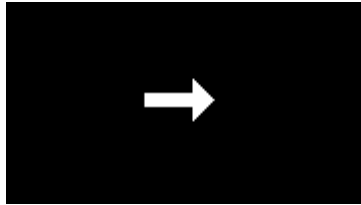
Sparks with Spawners and



FX Futurama Appearance Effect



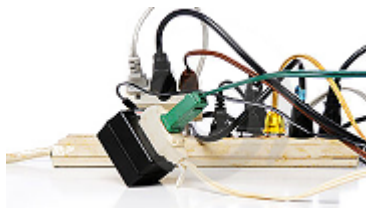
Spawners



using Relative Position and Scale

[See more Spawner Examples](#)

Sprites



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

System



The Clipboard

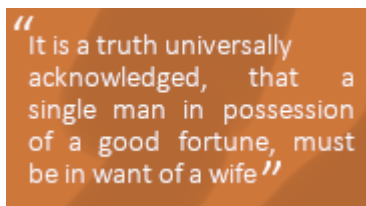


Drag and Drop



Commandline Parameters

Text



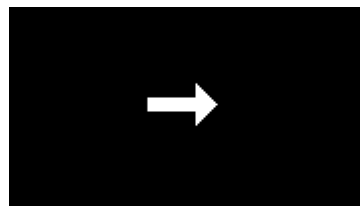
Text Boundaries



Fun with Text and Shaders



orxFontGen



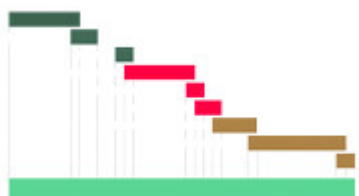
[See more Text Examples](#)

Textures



Using compressed textures on the iPad

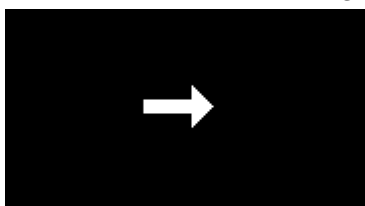
Timelines / Tracks



Timelines / Tracks

```
: 0xFFFFFFFFFFFFFFFF
Object.create Object
: 0x000000010000002F
Object.create Hero_
```

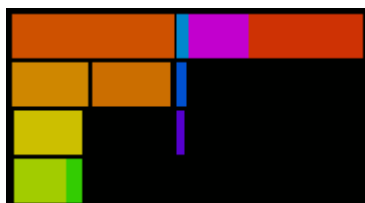
Command and Timeline



Notes

See more Track and Command Examples

Tools



The Orx Profiler



orxFontGen



Using the Inkscape SVG to ORX Converter



Using the TMX to ORX Converter



Using the darkFunction to ORX Converter



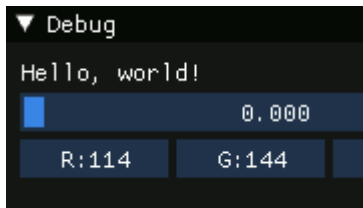
all Structures to a Tree

Using SWIG to talk to Java on Android

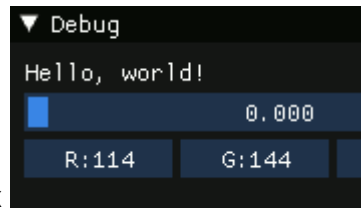


Logging

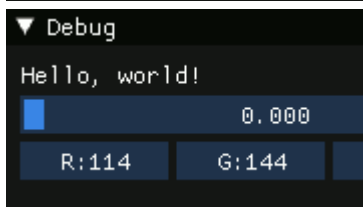
UI / User Interface



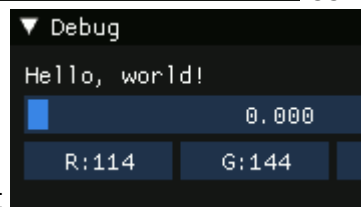
Using ImGui with Orx



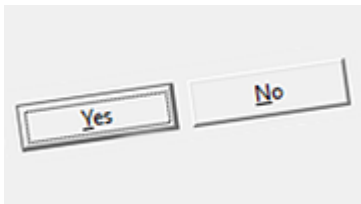
Using Nuklear with Orx



Nuklear Font Management



Notes on Nuklear

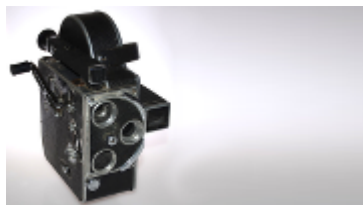


with Orx
Mouser over effect for buttons

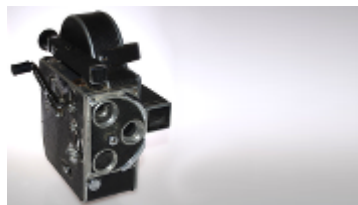
File Dialogs and Messageboxes



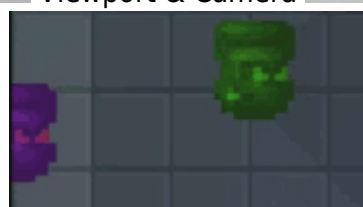
Viewports



Viewport & Camera



Heads Up Display (HUD)



using Viewport + Groups

Teleporting on Screen Edges

Visual Studio



Building the Orx library with Visual Studio 2015/2017



Stand Alone Application

Windows



Compiling Orx with mingw32/gmake
the Orx library with Visual Studio 2015/2017



Building

XCode



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



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