Tutorials Listed By Subject

This section contains all tutorials indexed by subject for orx, an opensource, portable, lightweight, data-driven & 2D-oriented game engine.
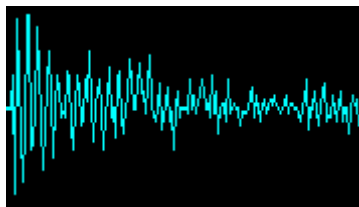
Those tutorials operates under a model of community contribution, ensuring its content is both created and utilized by its members. So your contributions will be very welcome. If you spot any problems, or if anything is not clear, please get in touch with us on the Orx Discord's Server. Thank you and Happy reading!
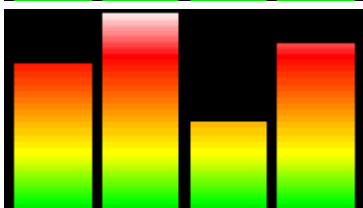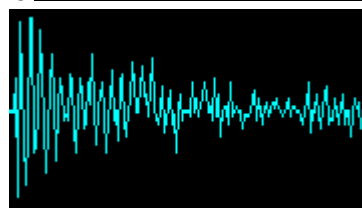
[   ] Search
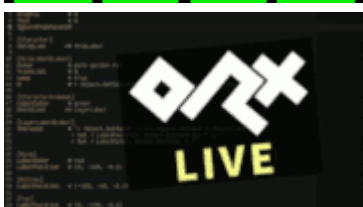
Audio
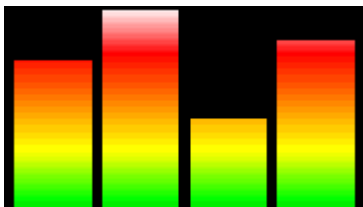
Sound & Music
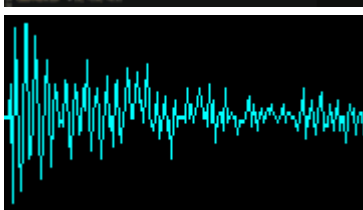

Sound Recording

Sound Buses

Audio Filters

Audio filters, miniaudio & audio extensions Video

Sound Spatialization

Android

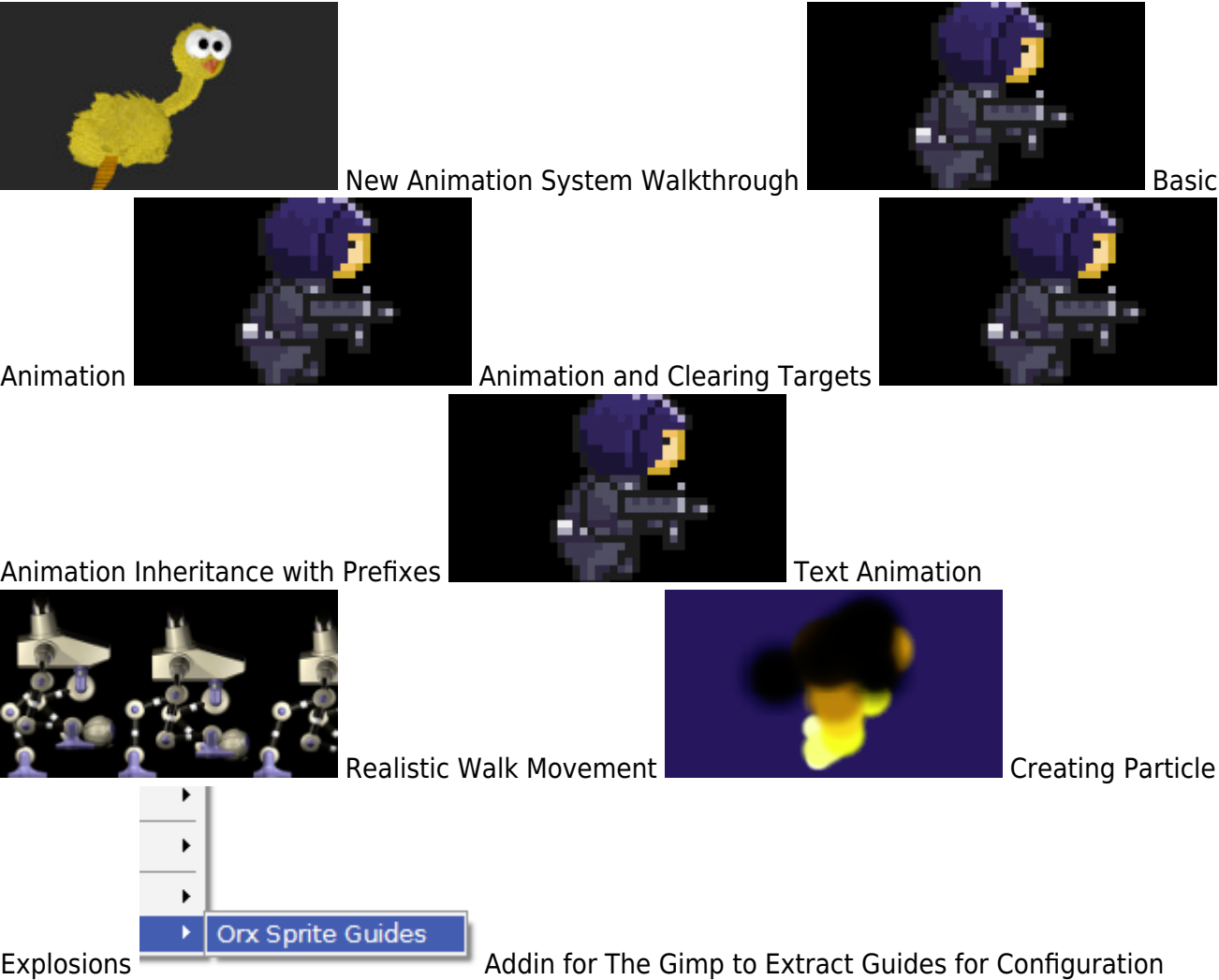Working with Android (new users start here!)

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 continued deployments

Android Packaging Scripts for

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

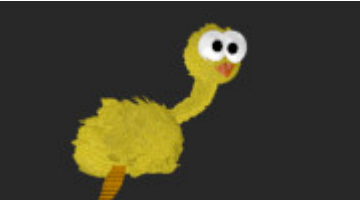Insect Object (Animation)   Animation Synchronization
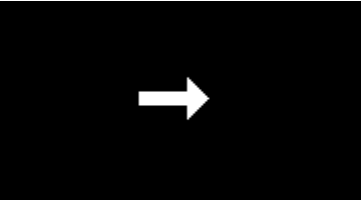

Zero Length Frames   See more Animation

Examples

C++

Localization   Stand Alone Application
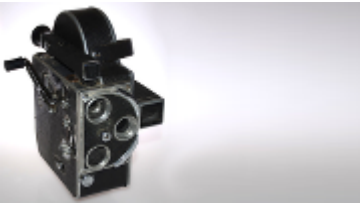

Using orxObjects in Classes with an EventHandler
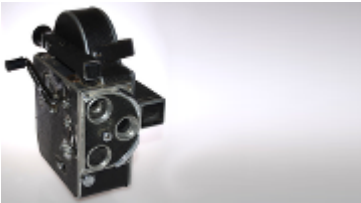

An Introduction to orx/Scroll   Compiling hidapi
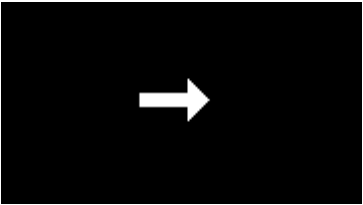
in a game

Cameras

Viewport and Camera   Cameras and Frustums

orxScroll, Cameras and Viewports   See more Camera Examples

Clocks

08:32:2447
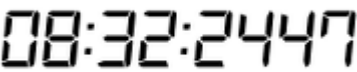
Clock

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 Codelite on Linux

Stand

Alone Application

Codelite & Environment Variables Video

Color / Colour

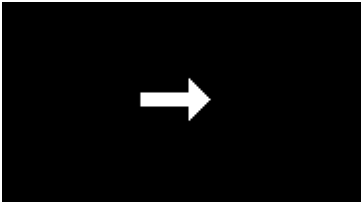orxCOLOR and how to colour an object

Converting a percentage to a color
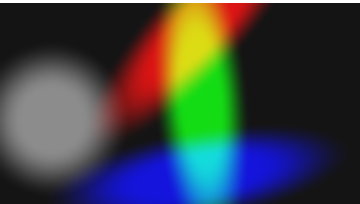
Web Color Literals

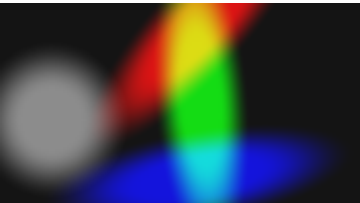A natural-looking glowing ball effect
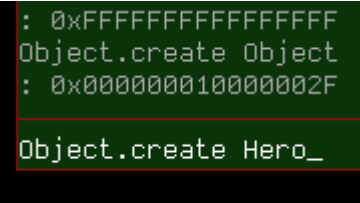
See more

Color Examples

Compositing

Compositing (2D lighting with offscreen rendering)
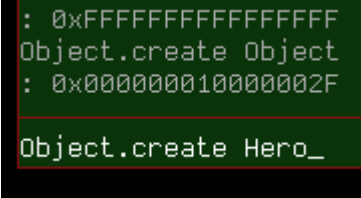
Viewport Render to Texture

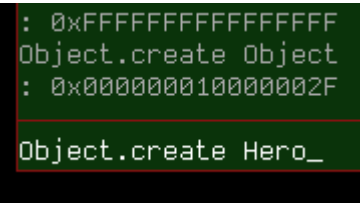## Console
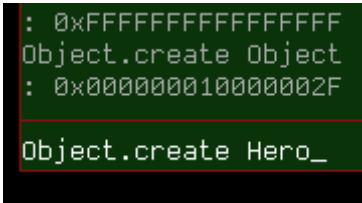
 Guide to the Orx Console and Commands The

 Bounce Demo Custom Console Colors
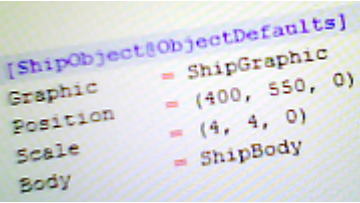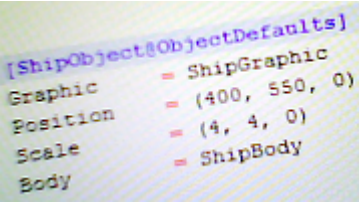
Command Module

 Command Module Syntax Command and
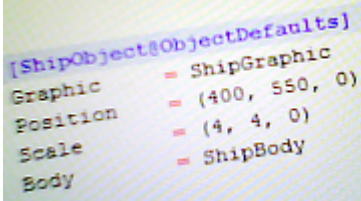
Timeline Notes

Config

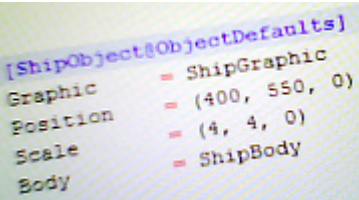 Encrypting Config Files Saving information to a

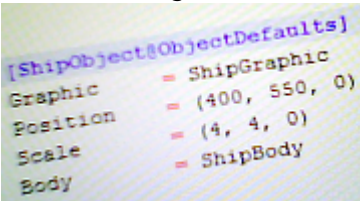config file Changing the Default Config File

Changing the Default Config File for orx/Scroll Retrieving and Updating
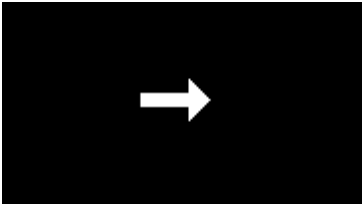
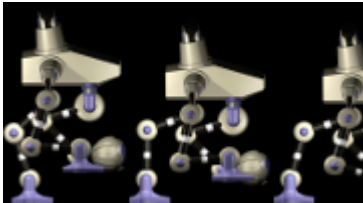Config Values Stepped Random Values Local-

only Config Overriding Video See more Config Examples
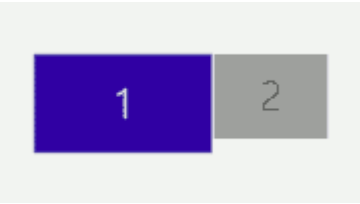
Controls

 Interaction, Control and Physics Realistic Walk

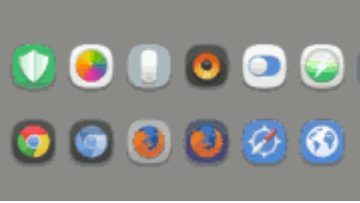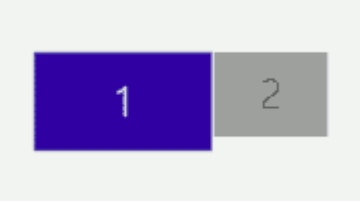 Movement Creating Particle Explosions

Display
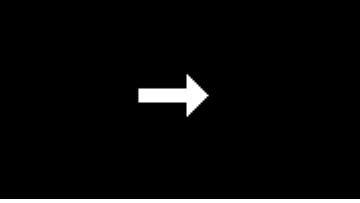
 Multiple Monitors Custom Mouse Cursors

 Application Icons Borderless Window Mode

 See more Display Examples

Downloads

 Getting Started with Orx

Engine
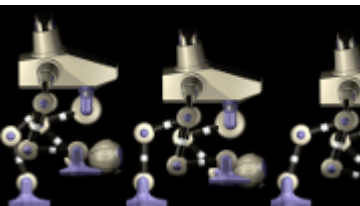
 Embedding parts of Orx in other engines Orx
Extensions Extending Orx with Plugins and Bundling

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
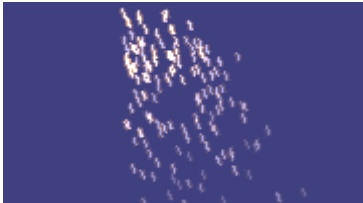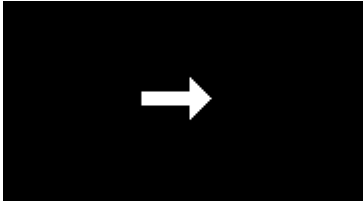more Font Examples
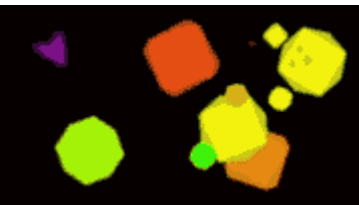
FX

FX Sparks with Spawners and FX

 Creating an Insect Object (Speed FX) See more FX Examples

Game Writing Guides

 Learning Orx with Asteroids Beginner's Guide - Platform Game Beginner's Guide - 2D UFO Game

 Beginner's Guide - UFO Game Video Version

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

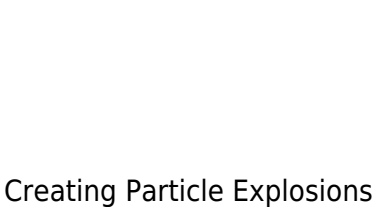Interaction, Control and Physics   Realistic Walk
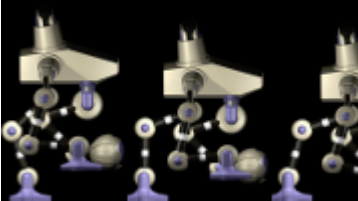
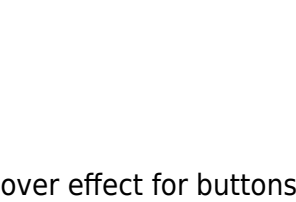Movement   Creating Particle Explosions   Mouse

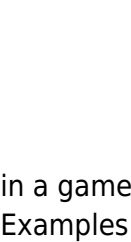over effect for buttons   Notes on input

Keyboard Inputs   Mouse Grab   Compiling hidapi

in a game   Input Triggers   See more Input
Examples
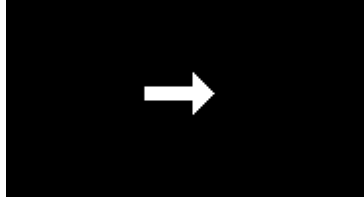
Joints

Creating an Insect Object (Revolute Joint)
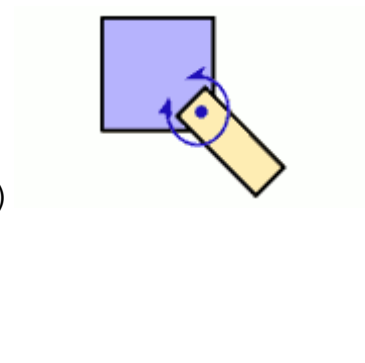
Weld

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

Pathfinding

Linux

Setting up a Development Environment on Linux

Linux Setup (brief overview)

Building the Orx

library on Linux with Codelite Codelite in Linux
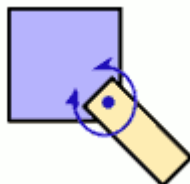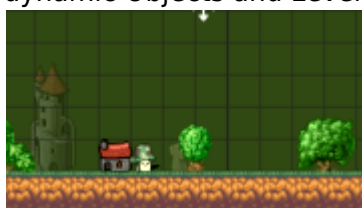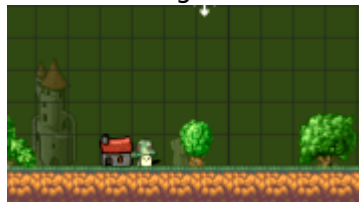Building the Orx Library with Code::Blocks on Linux

Localisation

 Localization Localization and Multiple
Languages

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

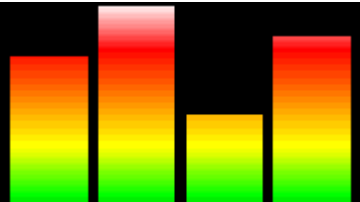   Building the Orx Library with Codelite on Mac OS X

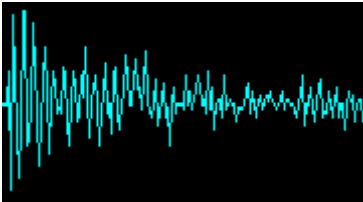   Building the Orx Library with Code::Blocks on Mac OS X

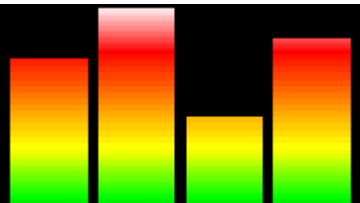Setting up a game project on Mac OS X

Music
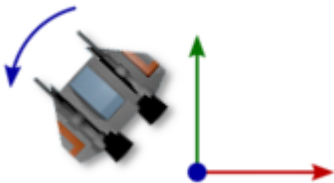

Sound & Music

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

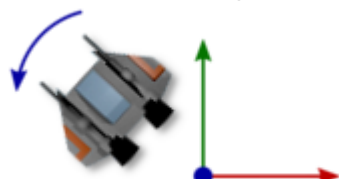 A natural-looking glowing ball effect Creating

an Insect Object Creating an Object made of many Parts

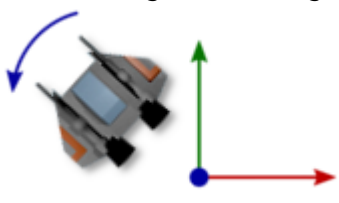Passing items from one Object to another

Object Lifetime Relative Object Positioning and Scaling
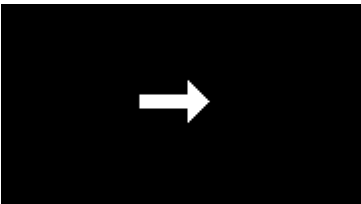

Teleporting on Screen Edges Literals for

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 Getting & setting up Orx Video

Orx/Scroll (C++ Abstraction layer for Orx)

 An Introduction to Orx/Scroll The Binding of Objects Creating an 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

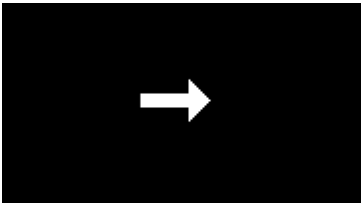a curve   orxScroll, Cameras and Viewports

ProgressBars in orxScroll   Pathfinding   See more
orx/Scroll Examples

Physics

Basic Physics and Collisions

Physics

Raycasting

Interaction, Control and Physics

 Using the Inkscape SVG to ORX Converter
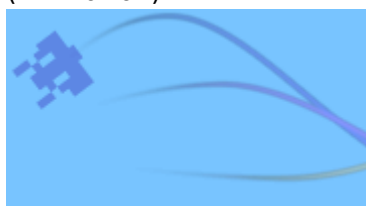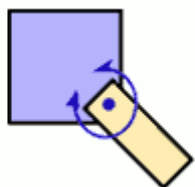
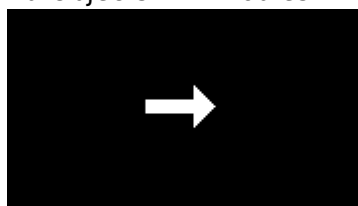Creating an Object made of many Parts Creating an Insect Object

(Animation) Weld Joint on parent/child Objects with Bodies

 Applying a force at a position point See more

Physics Examples

Premake (deprecated)

Using Premake to create a Build Project to compile ORX from scratch

Projects

Creating your own project using 'init' The 'init'

command & available extensions Video Creating an orx/Scroll 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 (deprecated)

Publishing

Preparing for a release under Windows

Preparing for a release under MacOSX   Console-less Applications

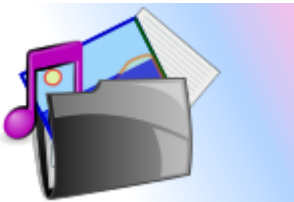Android Packaging Scripts for continued deployments
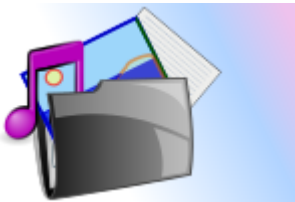
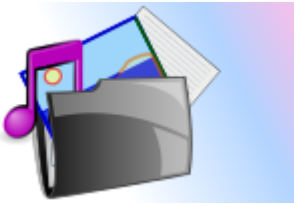Common Release Checklist

Scrolling

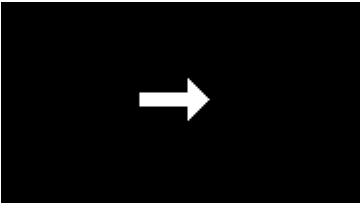Scrolling

Resources

Zip Archive Resources

Resources over HTTP

Resource Reloading

See more Resource Examples

Scenes

Data-Driven Scene Transitions
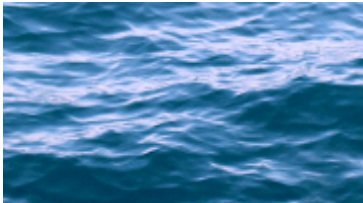
Shaders

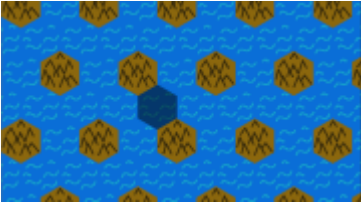Getting started with Shaders in Orx

Shaders in

Screen Space Spawner & Shader Shader &
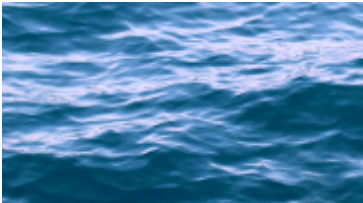
Lighting Shader coordinates tutorial Hexagon

Grid Tutorial Hexagon Grid Tutorial (Axial/Cubial Coordinates)

A natural-looking glowing ball effect Fun with

Text and Shaders Maps in a Shader See more
Shader Examples
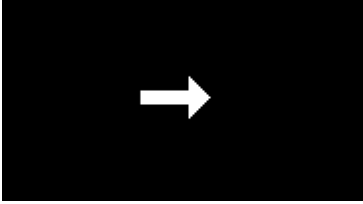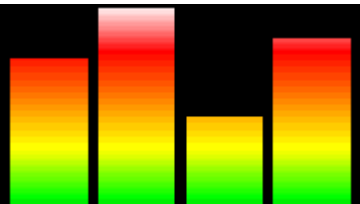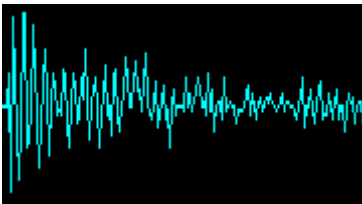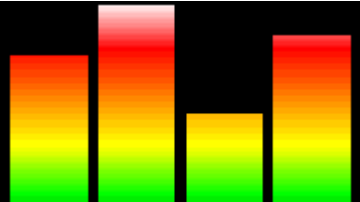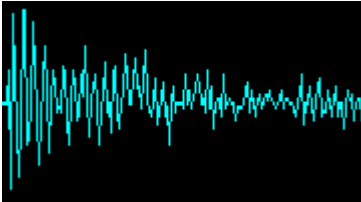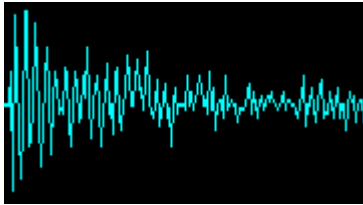
Sound

Sound & Music Sound Recording

Sound Buses Audio Filters

Audio filters, miniaudio & audio extensions Video
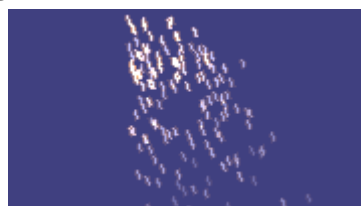
 Sound Spatialization

Spawners

 Spawner & Shader Creating Particle Explosions

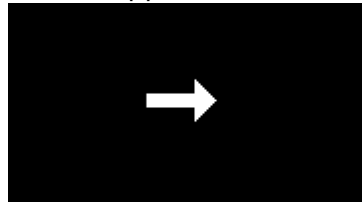 Spawning Bullets Sparks with Spawners and

 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
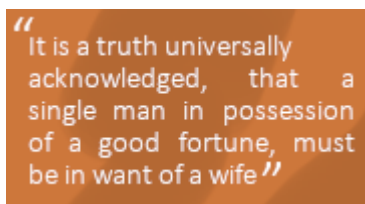
Commandline Parameters

Text
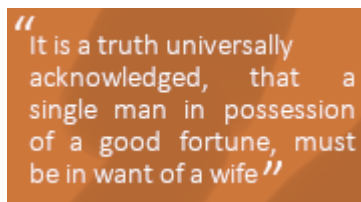
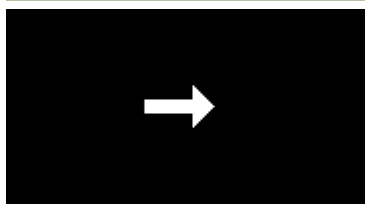Text Boundaries   Fun with Text and Shaders

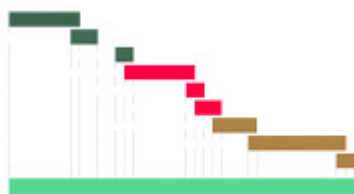orxFontGen   Text Background

See more Text Examples

Textures

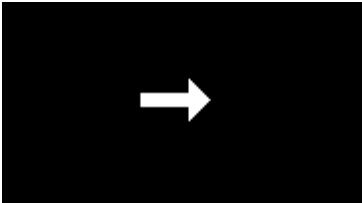Using compressed textures on the iPad

Timelines / Tracks

Timelines / Tracks   Command and Timeline

Notes See more Track and Command Examples

Tools

 The Orx Profiler orxFontGen

 Using the Inkscape SVG to ORX Converter

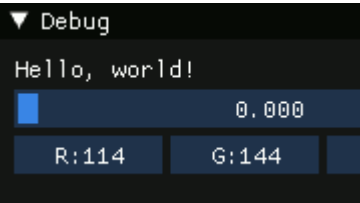Using the TMX to ORX Converter Using the darkFunction to ORX Converter

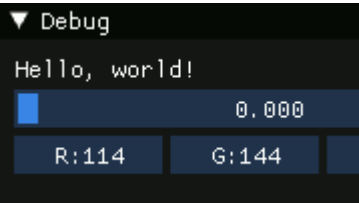 Using SWIG to talk to Java on Android Logging
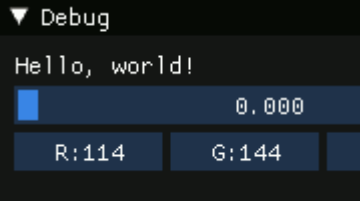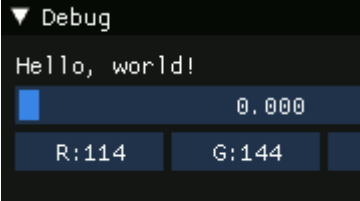
all Structures to a Tree

UI / User Interface

 Using ImGui with Orx Using Nuklear with Orx
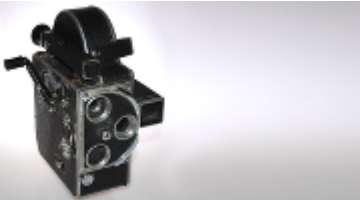
 Nuklear Font Management Notes on Nuklear
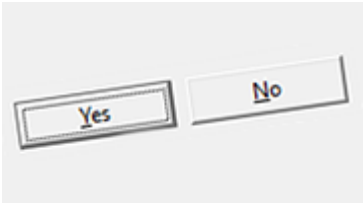
with Orx   File Dialogs and Messageboxes
Mouser over effect for buttons
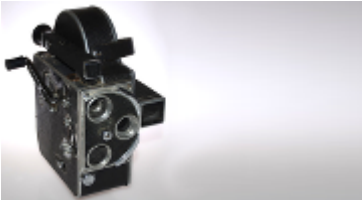
Viewports

Viewport & Camera   Heads Up Display (HUD)

using Viewport + Groups   Teleporting on Screen Edges

Viewport Render to Texture

Visual Studio

Building the Orx library with Visual Studio

Stand Alone Application

Windows

Compiling Orx with mingw32/gmake   Building
the Orx library with Visual Studio

XCode

Xcode4 Scroll, Console-less, Resources

Building the Orx Library with Xcode on Mac OS X

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