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

Orx Learning - https://wiki.orx-project.org/
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

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Clock

Code::Blocks

Orx Learning - https://wiki.orx-project.org/
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

Standalone Application

Color / Colour

orxCOLOR and how to colour an object

Converting a percentage to a color

Web Color Literals
Tutorials Listed By Subject

Orx Learning - https://wiki.orx-project.org/

Color Examples

A natural-looking glowing ball effect
See more

Compositing

Compositing (2D lighting with offscreen rendering)

Viewport Render to Texture

Console

Compositing (2D lighting with offscreen rendering)

Guide to the Orx Console and Commands

The Custom Console Colors

Command Module

Command Module Syntax

Command and Timeline Notes

Orx Learning - https://wiki.orx-project.org/
Config

Encrypting Config Files

Saving information to a config file

Changing the Default Config File for orx/Scroll

Retrieving and Updating 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
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

Creating an Insect Object (Speed FX)

Sparks with Spawners and FX

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

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

Orx Learning - https://wiki.orx-project.org/
Creating an Insect Object (Revolute Joint)

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
Localisation

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

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

- An Introduction to Orx/Scroll
- The Binding of Objects
- Empty Orx/Scroll Project
- Creating your
Physics

Basic Physics and Collisions

Interaction, Control and Physics

Creating an Object made of many Parts

Inkscape SVG to ORX Converter

Using the
Creating an Insect Object (Animation)

Joint on parent/child Objects with Bodies

Applying a force at a position 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'

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

XCode 3 Tutorial

Working with Android
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

Resources

Orx Learning - https://wiki.orx-project.org/
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

Spawners

Spawner & Shader

Creating Particle Explosions

Spawning Bullets

Sparks with Spawners and

FX

Futurama Appearance Effect

Orx Learning - https://wiki.orx-project.org/
using Relative Position and Scale

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

"It is a truth universally acknowledged, that a single man in possession of a good fortune, must be in want of a wife"

Text Boundaries

Fun with Text and Shaders

orxFontGen

See more Text Examples

Textures
Using compressed textures on the iPad

**Timelines / Tracks**

![Gantt chart image](image)

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

![Android device](image)  all Structures to a Tree

Orx Learning - https://wiki.orx-project.org/
UI / User Interface

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

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
Building the Orx library with Visual Studio 2015/2017

XCode

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

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