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 ☒ Text Animation ☒ 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) ☒ Animation Synchronization

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 ☒ 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

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 ⊠ 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 ⊠ Logging all Structures to a Tree ⊠ Object Lifetime ⊠ Relative Object Positioning and Scaling ⊠ Teleporting on Screen Edges

Orx Code (General)

[x] orxSTRINGs, strings and chars [x] orxCOLOR and how to colour an object [x] Lists, HashTables and Trees

Orx (Setting up)

[x] Cloning Orx from Github [x] Using Premake to create a Build Project to compile ORX from scratch [x] Compiling Orx with mingw32/gmake [x] Download a pre-built Orx for your environment [x] The Bounce Demo

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

[x] An Introduction to Orx/Scroll [x] The Binding of Objects [x] Empty Orx/Scroll Project [x] Creating your own orx/Scroll project using 'init' [x] Creating Maps in ScrollEd [x] Colliding ScrollObjects with Orx Objects [x] Access Scroll class from ScrollObject [x] ScrollObject to ScrollObject Communication [x] Changing the Default Config File for orx/Scroll [x] Moving a ScrollObject along a curve

Physics

[x] Basic Physics and Collisions [x] Physics [x] Interaction, Control and Physics [x] Using the Inkscape SVG to ORX Converter [x] Creating an Object made of many Parts [x] Creating an Insect Object (Animation) [x] Weld Joint on parent/child Objects with Bodies [x] Applying a force at a position point

Premake

[x] Using Premake to create a Build Project to compile ORX from scratch [x] How to use Premake to create a build configuration for your own project in any IDE/OS

Projects

[x] Creating your own project using 'init' [x] How to use Premake to create a build configuration for your own project in any IDE/OS [x] XCode 3 Tutorial [x] Working with Android [x] ~~Native Tutorial (deprecated)~~ [x] Using the Android Demo as a template for your own projects [x] Using orxhub

Publishing

[x] Preparing for a release under Windows [x] Preparing for a release under MacOSX [x] 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 ☒ Hexagon Grid Tutorial (Axial/Cubial Coordinates) ☒ 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 ☒ Spawners using Relative Position and Scale

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 ☒ Commandline Parameters

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 Using Nuklear with Orx 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

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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