

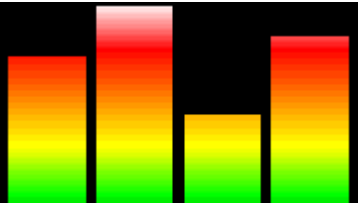
Tutorials Listed By Subject

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

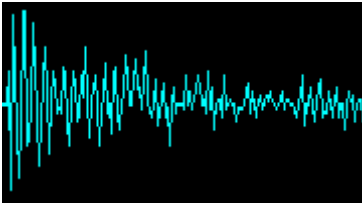
Contributions are very welcome.

Search

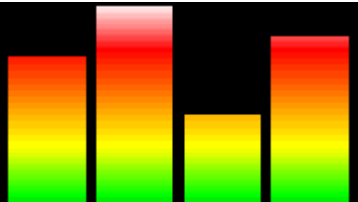
Audio



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



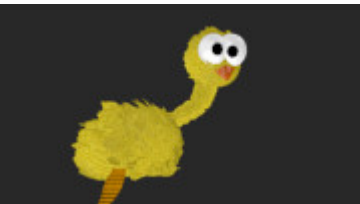
Using SWIG to talk to Java on Android




Android Packaging Scripts for

continued deployments


Animation



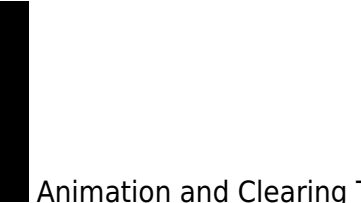
New Animation System Walkthrough




Basic




Animation

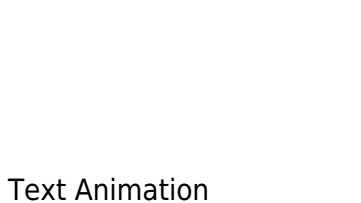


Animation and Clearing Targets

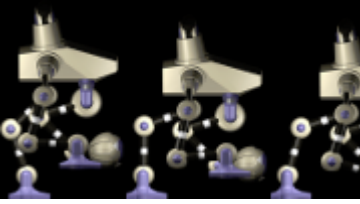





Animation Inheritance with Prefixes



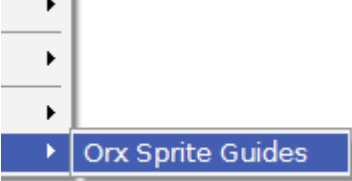
Text Animation



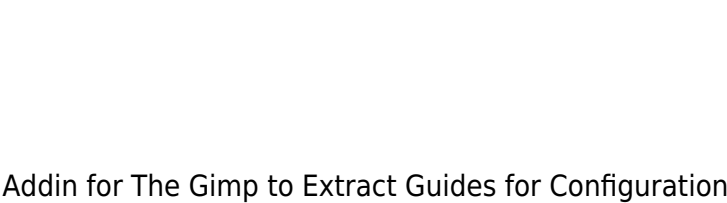
Realistic Walk Movement




Creating Particle




Explosions




Addin for The Gimp to Extract Guides for Configuration




Button



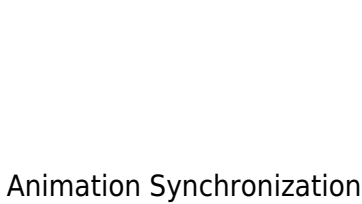
Creating an



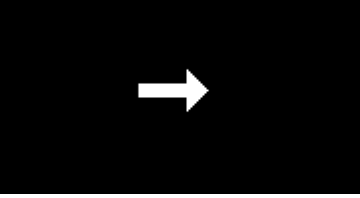
Mouse over effect for buttons



Insect Object (Animation)



Animation Synchronization



See more Animation Examples

C++



Localization



Stand Alone Application

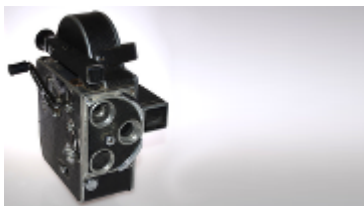


Using orxObjects in Classes with an EventHandler

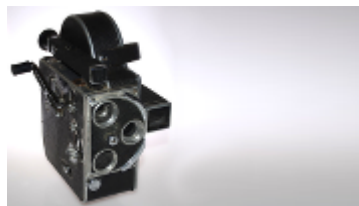


An Introduction to orx/Scroll

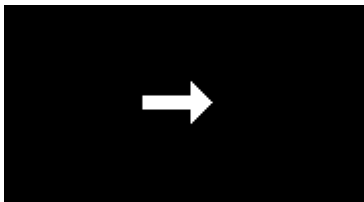
Cameras



Viewport and Camera

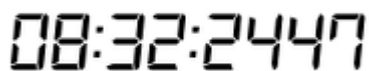


Cameras and Frustums




See more Camera Examples

Clocks




Clock


Code::Blocks



Getting Code::Blocks for Windows



Building the




Building the Orx Library with Code::Blocks on Linux


Orx Library with Code::Blocks on Mac OS X

Code::Blocks on Linux


Codelite



Getting Codelite for Windows




Building the Orx




Building the Orx library on Linux with

Library with Codelite on Mac OS X

Codelite Alone Application



Setting up Codelite on Linux



Stand

Color / Colour



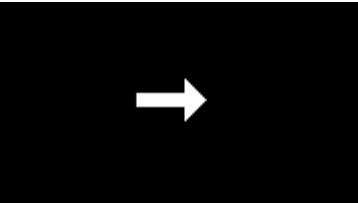
orxCOLOR and how to colour an object



Converting a percentage to a color

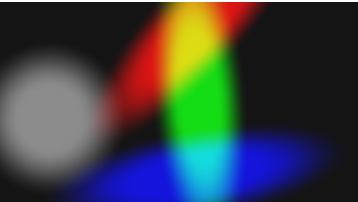


A natural-looking glowing ball effect

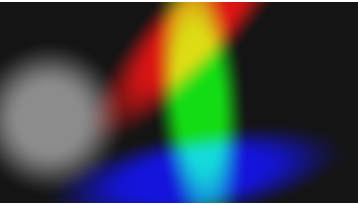


See more Color Examples

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

Bounce Demo

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

Custom Console Colors

Command Module

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

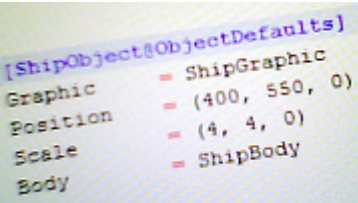
Command Module Syntax

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

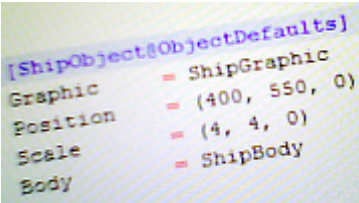
Command and

Timeline Notes

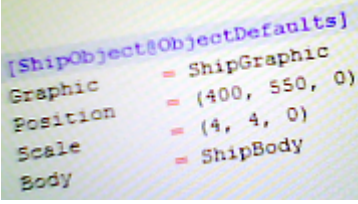
Config




Encrypting Config Files



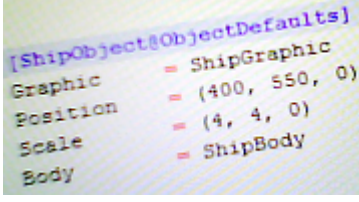
Saving information to a



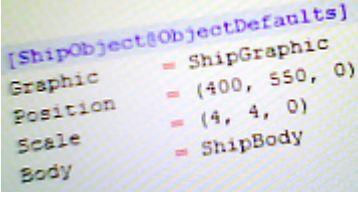
config file



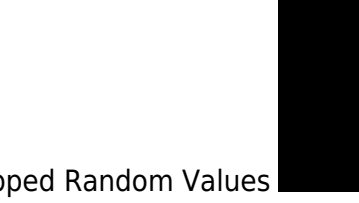
Changing the Default Config File



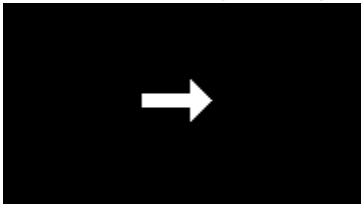
Changing the Default Config File for orx/Scroll




Config Values



Stepped Random Values




Retrieving and Updating

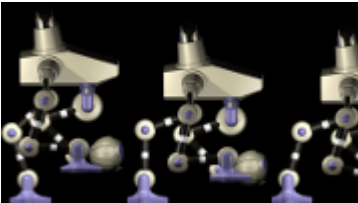


See


Controls



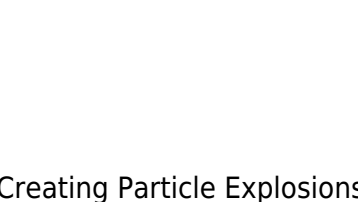
Interaction, Control and Physics



Realistic Walk

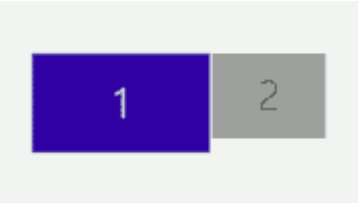


Movement




Creating Particle Explosions

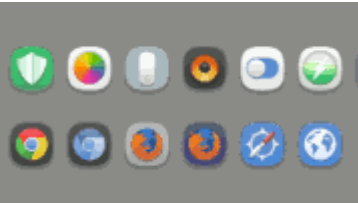
Display



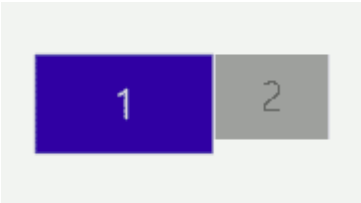
Multiple Monitors



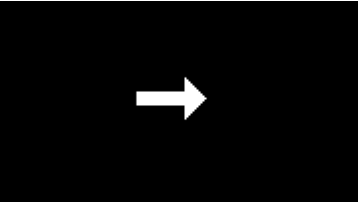
Custom Mouse Cursors



Application Icons



Borderless Window Mode



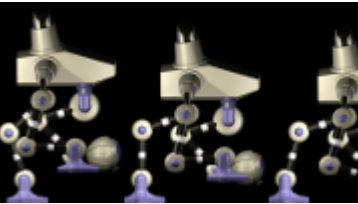
See more Display Examples

Downloads



Getting Started with Orx

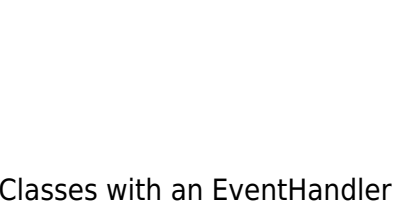
Events



Realistic Walk Movement



Using orxObjects in



Classes with an EventHandler



Creating Particle Explosions

Fonts



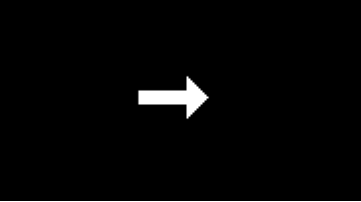
Fun with Text and Shaders



orxFontGen




Font tool for unicode, including Chinese

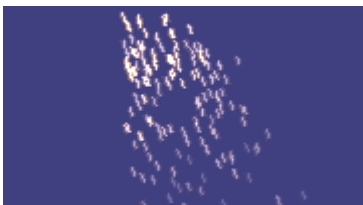


See


more Font Examples

FX

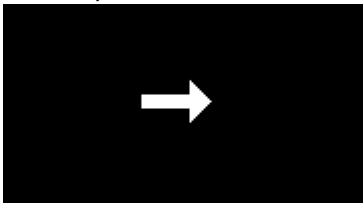




FX Sparks with Spawners and FX



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

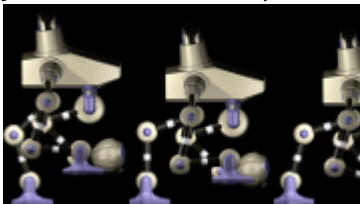
Controller Inputs



Testing Key, Joystick and Mouse Inputs



Interaction, Control and Physics



Realistic Walk

Movement



Creating Particle Explosions



Mouse

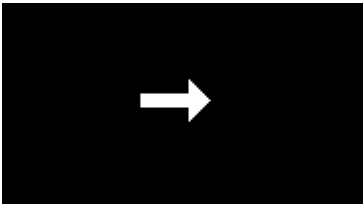
over effect for buttons



Notes on input



Keyboard Inputs

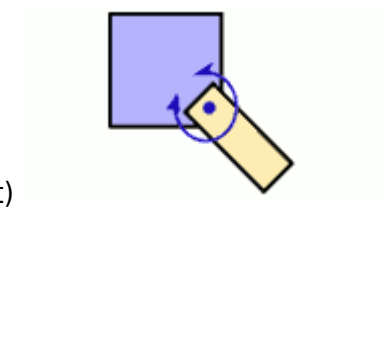


See more Input Examples

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

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

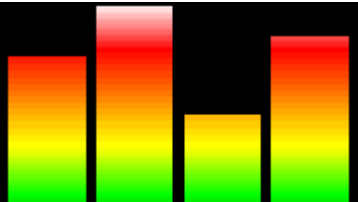


Building the Orx Library with Code::Blocks on Mac OS X

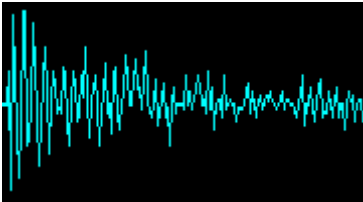


Setting up a game project on Mac OS X

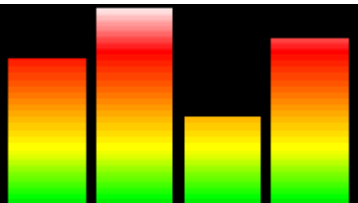
Music



Sound & Music



Sound Recording

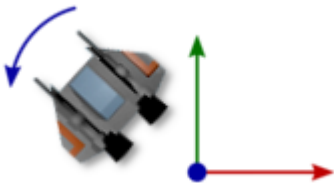


Sound Buses

Objects



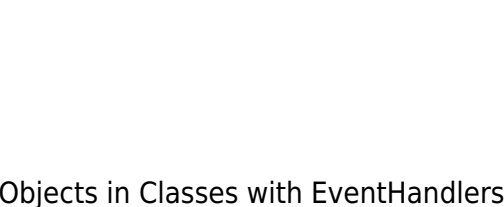
Basic Object



Object Transformation



Semi-dynamic Objects and Level Mapping




The Binding of Objects




Object Traversing




Notes on Rotation




A natural-looking glowing ball effect




Creating an Insect Object



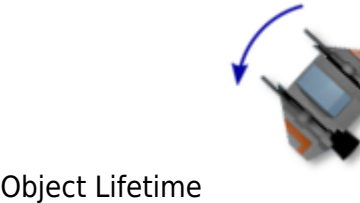
Creating an Object made of many Parts



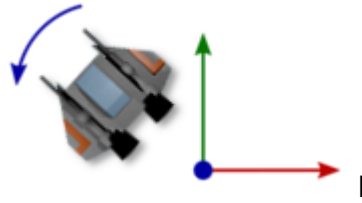
Passing items from one Object to another



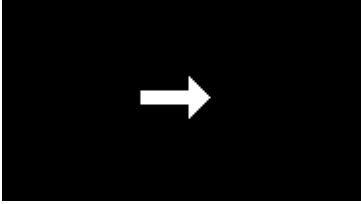
Relative Object Positioning and Scaling



Object Lifetime




Teleporting on Screen Edges



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)



SCROLL

An Introduction to Orx/Scroll



SCROLL

The Binding of



SCROLL

Objects



SCROLL

Creating your

Empty Orx/Scroll Project



own orx/Scroll project using 'init'

Creating Maps in ScrollEd



SCROLL

Colliding ScrollObjects with Orx Objects



SCROLL

Access



SCROLL

Scroll class from ScrollObject

ScrollObject to ScrollObject Communication

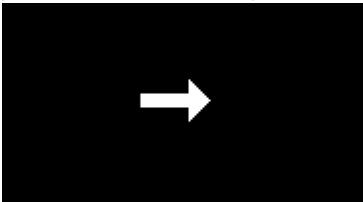


SCROLL



SCROLL

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

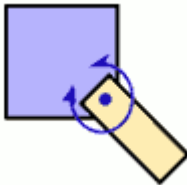


Inkscape SVG to ORX Converter

Creating an Object made of many Parts



Creating an Insect Object (Animation)



Weld

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



any IDE/OS

How to use Premake to create a build configuration for your own project in

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



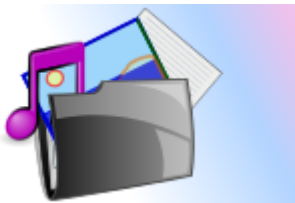
Common Release Checklist

Scrolling

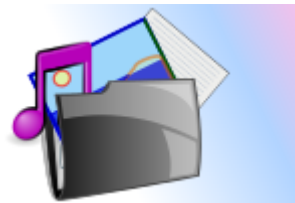


Scrolling

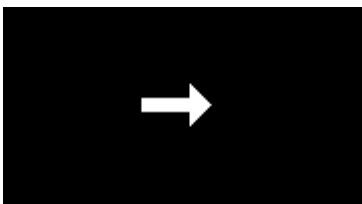
Resources



Zip Archive Resources



Resources over HTTP



See more Resource Examples

Scenes



Data-Driven Scene Transitions

Shaders



Getting started with Shaders in Orx



Shaders in



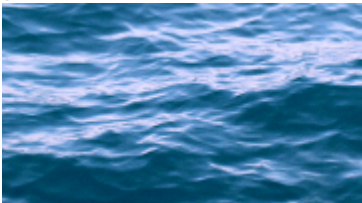
Screen Space



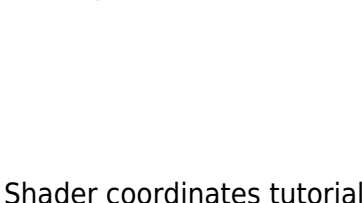
Spawner & Shader



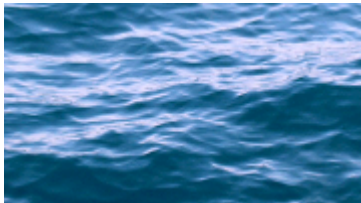
Shader &



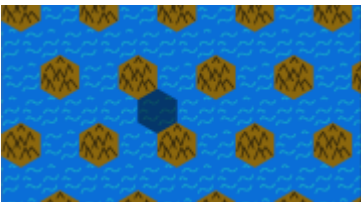
Lighting



Shader coordinates tutorial



Hexagon



Grid Tutorial



Hexagon Grid Tutorial (Axial/Cubial Coordinates)



A natural-looking glowing ball effect



Fun with



Text and Shaders
Shader Examples

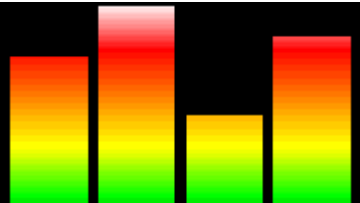


Maps in a Shader

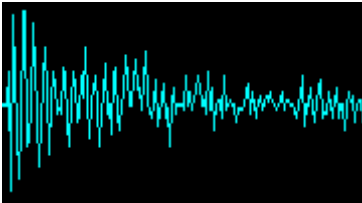


See more

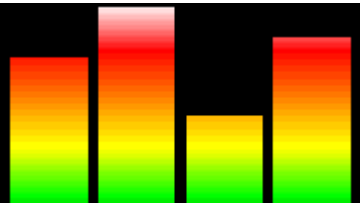
Sound



Sound & Music

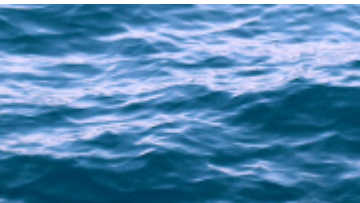


Sound Recording



Sound Buses

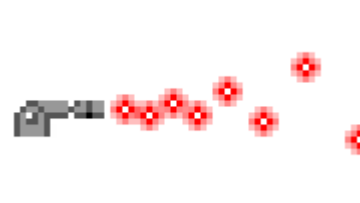
Spawners



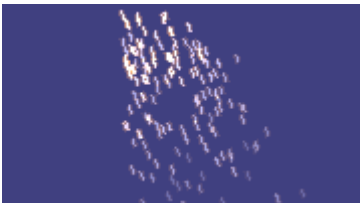
Spawner & Shader



Creating Particle Explosions



Spawning Bullets



Sparks with Spawners and

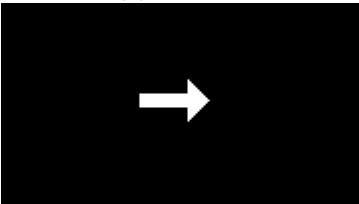


FX Futurama Appearance Effect



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

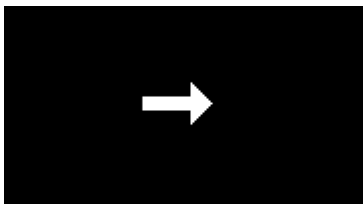
Text



Fun with Text and Shaders



orxFontGen



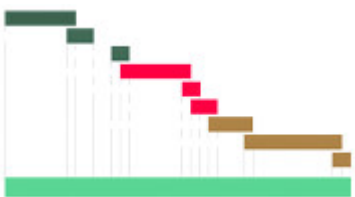
See more Text Examples

Textures

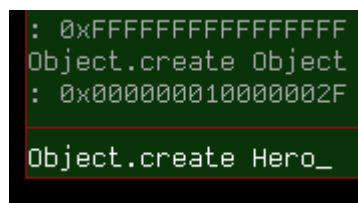


Using compressed textures on the iPad

Timelines / Tracks

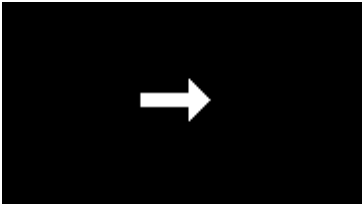


Timelines / Tracks



Command and Timeline

Notes



See more Track and Command Examples

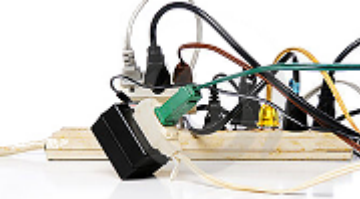
Tools



The Orx Profiler



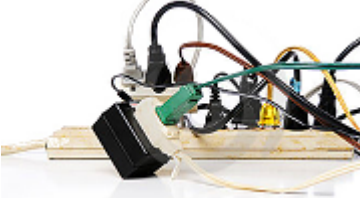
orxFontGen



Using the Inkscape SVG to ORX Converter



Using the TMX to ORX Converter



Using the darkFunction to ORX Converter



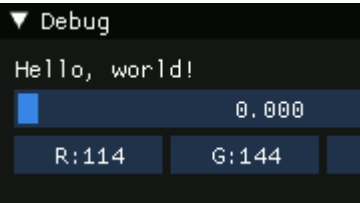
all Structures to a Tree

Using SWIG to talk to Java on Android

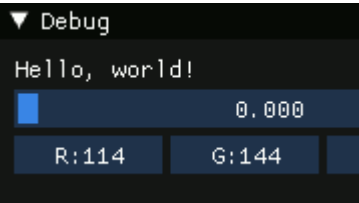


Logging

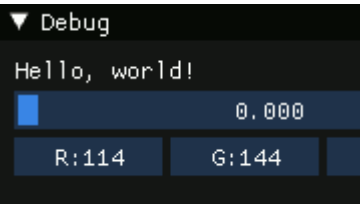
UI / User Interface



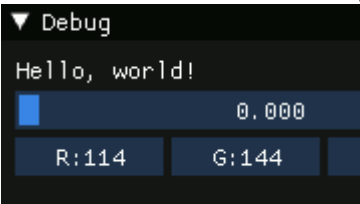
Using ImGui with Orx



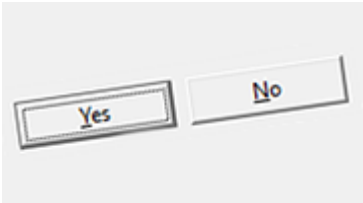
Using Nuklear with Orx



Nuklear Font Management



Notes on Nuklear

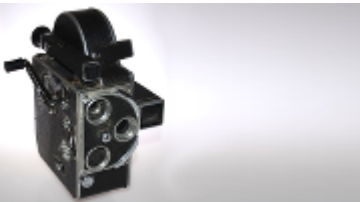


with Orx
Mouser over effect for buttons

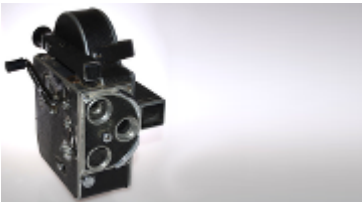
File Dialogs and Messageboxes



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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