

# Examples

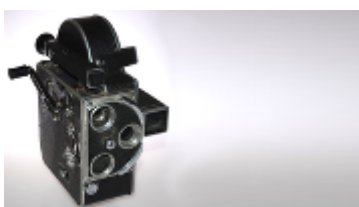
Select a category below, or search for a topic.

[Contributions](#) very welcome.

## Categories



Animation



Cameras

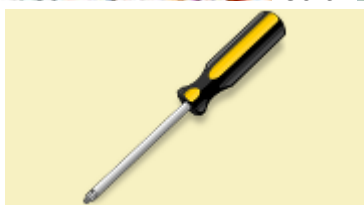


Color

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

Config

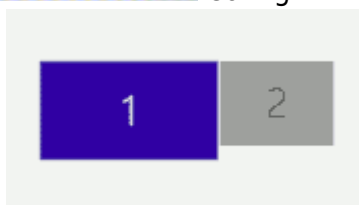
08:32:2447



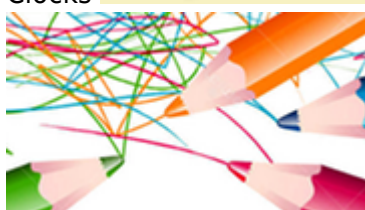
Clocks



Debugging



Display



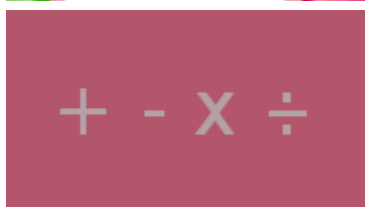
Drawing



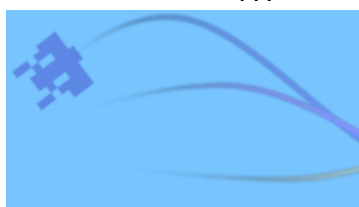
FX



Input



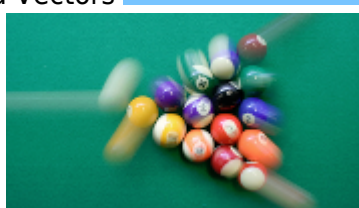
Maths and Vectors



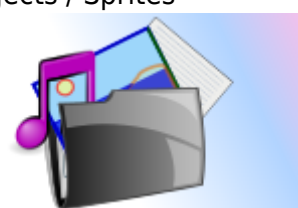
Objects / Sprites



Orx/Scroll



Physics





Resource Management



Spawners

Shaders



Strings



Text and Fonts

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

Tracks / Commands

```
269 /* Event handler
270 */
271 orxSTATUS orxFastcall EventHandler(c
272 {
273   orxSTATUS eResult = orxSTATUS_SUCC
274
275   /* Set shader param? */
276   if((_pstEvent->eType == orxEVENT_T
277     {
278     orxSHADER_EVENT_PAYLOAD *pstPayl
279
280     /* Gets its payload */
```

Tutorials in sources

From: <https://orx-project.org/wiki/> - Orx Learning

Permanent link: <https://orx-project.org/wiki/en/examples/main>

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