

# Examples

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## Categories

- Animation
- Cameras
- Color
- Config
- Clocks
- Debugging
- Display
- Drawing
- FX
- Input
- Maths and Vectors
- Objects / Sprites
- Orx/Scroll
- Physics
- Resource Management

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

- Shaders
- Spawners
- Strings
- Text and Fonts
- Tracks / Commands

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

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