# Examples

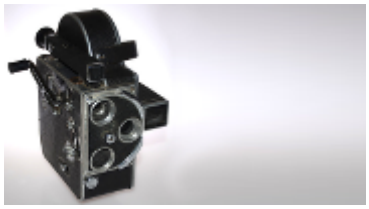
Select a category below, or search for a topic.

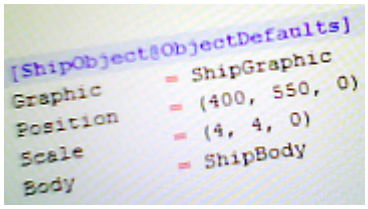
Search

Contributions very welcome.

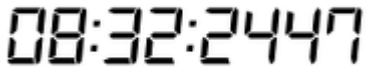
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# Categories

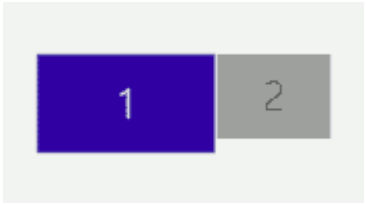

Animation

Cameras


Color


Config





Clocks
Debugging


Display


Drawing

FX

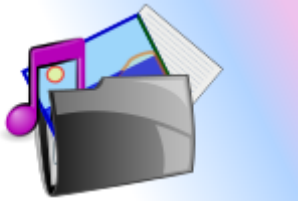

Input



Maths and Vectors

Objects / Sprites

Orx/Scroll

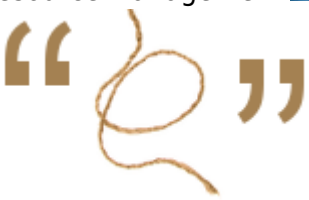
Physics




Resource Management Shaders



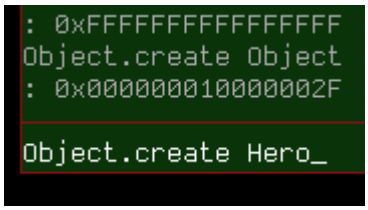
Spawners



Strings




Text and Fonts




Tracks / Commands

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