Part 2 - How Orx works

The are two parts that make up an Orx game. The code and the data configuration.

The Code

Of course, there's code. Orx is for C or C++ developers. Using code you (of course) develop your game. But, you can also use configuration data in config files.

The Config

Data Configuration (or config) is one or more text files containing sections with properties and values:

```
[ExampleObject]
Graphic  = ExampleGraphic
Position = (320, 240, 0)
Rotation = 45
```

These sections can be objects, sounds, textures, physics, timelines anything in the Orx subsystem.

You can do an amazing amount in the config with very little code needed. Config is there to help you as much as possible.

Next: Part 3 - Setting up a new game project.

- Part 1 – Downloading Orx
- Part 2 – How Orx works
- Part 3 – Setting up a new game project
- Part 4 – A tour of an Orx project
- Part 5 – Viewport and the camera
- Part 6 – Objects
- Part 7 – Spritesheets and Animation
- Part 8 – Platforms and Texture Repeating
- Part 9 – Physics
- Part 10 – Input Controls
- Part 11 – Running and Standing
- Part 12 – Changing Direction
- Part 13 – Getting our hero to shoot
- Part 14 – FX
- Part 15 – Collision Events.
- Part 16 – Jelly Monsters
- Part 17 – Timeline Tracks

- Part 18 – Exploding Monsters
- Part 19 – The Hero's survival.
- Part 20 – Text and Game Over

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

Permanent link:
https://orx-project.org/wiki/en/guides/beginners/how_orx_works?rev=1529501719

Last update: **2025/09/30 17:26 (14 months ago)**