



# The Beginner's Guide to Orx

In this series, we will take you through:

- Building the Orx library
- Creating a Project
- Working through building a platform game

This guide will cover many of the most common features that Orx provides.

We hope you enjoy working through it. If you spot any problems, or if anything is not clear, please get in touch with us on the [forum](#), or over at [Gitter](#).

Our aim is to help you get a grasp of Orx as quickly and as easily as possible, so your feedback is always very valuable to the community.

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Let's start! [Part 1 - Downloading Orx](#).

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

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Last update: **2025/09/30 17:26 (4 months ago)**

