

# Display

## OrxDisplay

Display plugin module. Module that handles display.

## OrxFont

Font module. Module that handles fonts.

## OrxGraphic

Graphic Module. Allows to creates and handle 2D/3D Graphics. They are used as texture/animation container, with associated properties. 2D Graphics are used by objects. They thus can be referenced by objects as structures.

## OrxScreenshot

Screenshot module. Module that captures screenshots.

## OrxText

Text module. Module that handles texts.

## OrxTexture

Texture module. Module that handles textures.

## Config

- [Display](#)
- [Graphic](#)
- [Screenshot](#)
- [Text](#)

## Tutorials

- [Basic Lighting Tutorial](#)
- [Sausage's Tutorial 1: Semi-dynamic Objects and Level Mapping](#)

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

Permanent link:  
<https://orx-project.org/wiki/en/orx/reference/display/main?rev=1446085738>

Last update: **2025/09/30 17:26 (6 months ago)**

