

# Reference

On this page I've tried to make it easier for you to find examples, tutorials and help for specific ORX classes. For the standard documentation/overview, click on this [External Link](#).

## Sections

- [Reference: Anim](#)
- [Reference: Base](#)
- [Reference: Core](#)
- [Reference: Debug](#)
- [Reference: Display](#)
- [Reference: IO](#)
- [Reference: Main](#)
- [Reference: Math](#)
- [Reference: Memory](#)
- [Reference: Object](#)
- [Reference: Physics](#)
- [Reference: Plugin](#)
- [Reference: Render](#)
- [Reference: Sound](#)
- [Reference: Utils](#)

## Classes

- OrxAABox
- [OrxAnim](#) Anim: Handles Animation Data.
- [OrxAnimSet](#) Anim: Handles Sets of Animations.
- OrxBank
- OrxBody
- OrxCamera
- [OrxClock](#) Core: Handles Clocks.
- [OrxCommand](#) Core: Handles Custom Registered Commands.
- [OrxConfig](#) Core: Handles Configuration Files.
- [OrxDebug](#) Debug: Output Debug Info.
- [OrxDecl](#) Base: Has Base Declarations.
- OrxDisplay
- [OrxEvent](#) Core: Handles Internal Events
- [OrxFPS](#) Debug: Compute & Display FPS
- OrxFX
- OrxFile
- OrxFont
- OrxFrame
- OrxGraphic
- OrxHashTable
- OrxInput

- OrxJoystick
- OrxKeyboard
- OrxLinkList
- [OrxLocale](#) Core: Handles Localized Strings
- OrxMath
- OrxMemory
- [OrxModule](#) Base: Handles Modules.
- OrxMouse
- OrxOBox
- OrXObject
- OriParam
- OrxPhysics
- OrxPlugin
- [OrxProfiler](#) Debug: Profile Code Execution
- OrxRender
- OrxScreenshot
- OrxShader
- OrxSound
- OrxSoundSystem
- OrxSpawner
- OrxString
- OrxStructure
- [OrxSystem](#) Core: Handles Modules.
- OrxText
- OrxTexture
- OrxTree
- [OrxType](#) Base: Base Types.
- OrxVector
- OrxViewport

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