

# 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](#)
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## Classes

OrxAABox	
<a href="#">OrxAnim</a>	Anim: Handles Animation Data.
<a href="#">OrxAnimSet</a>	Anim: Handles Sets of Animations.
OrxBank	
OrxBody	
OrxCamera	
<a href="#">OrxClock</a>	Core: Handles Clocks.
<a href="#">OrxCommand</a>	Core: Handles Custom Registered Commands.
<a href="#">OrxConfig</a>	Core: Handles Configuration Files.
<a href="#">OrxDebug</a>	Debug: Output Debug Info.
<a href="#">OrxDecl</a>	Base: Has Base Declarations.
<a href="#">OrxDisplay</a>	Display: Handles Display.
<a href="#">OrxEvent</a>	Core: Handles Internal Events
<a href="#">OrxFPS</a>	Debug: Compute & Display FPS
OrxFX	
<a href="#">OrxFile</a>	IO: Handles Files+FileSystem.
<a href="#">OrxFont</a>	Display: Handles Fonts.
OrxFrame	
<a href="#">OrxGraphic</a>	Display: Handles 2D/3D Graphics.

OrxHashTable	
<a href="#">OrxInput</a>	IO: Handles Inputs
<a href="#">OrxJoystick</a>	IO: Handles Joystick input
<a href="#">OrxKeyboard</a>	IO: Handles Keyboard input
OrxLinkList	
<a href="#">OrxLocale</a>	Core: Handles Localized Strings
OrxMath	
OrxMemory	
<a href="#">OrxModule</a>	Base: Handles Modules.
<a href="#">OrxMouse</a>	IO: Handles Mouse input
OrxOBox	
OrxObject	
OriParam	
OrxPhysics	
OrxPlugin	
<a href="#">OrxProfiler</a>	Debug: Profile Code Execution
OrxRender	
<a href="#">OrxScreenshot</a>	Display: Captures Screenshots.
OrxShader	
OrxSound	
OrxSoundSystem	
OrxSpawner	
OrxString	
OrxStructure	
<a href="#">OrxSystem</a>	Core: Handles Modules.
<a href="#">OrxText</a>	Display: Handles Text.
<a href="#">OrxTexture</a>	Display: Handles Textures.
OrxTree	
<a href="#">OrxType</a>	Base: Base Types.
OrxVector	
OrxViewport	

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