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	Math: Handles Axis-Aligned boxes
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	Display: Handles Display.
OrxEvent	Core: Handles Internal Events
OrxFPS	Debug: Compute & Display FPS
OrxFX	
OrxFile	IO: Handles Files+FileSystem.
OrxFont	Display: Handles Fonts.
OrxFrame	
OrxGraphic	Display: Handles 2D/3D Graphics.

OrxHashTable	
OrxInput	IO: Handles Inputs
OrxJoystick	IO: Handles Joystick input
OrxKeyboard	IO: Handles Keyboard input
OrxLinkList	
OrxLocale	Core: Handles Localized Strings
OrxMath	Math: Base Math Functions
OrxMemory	
OrxModule	Base: Handles Modules.
OrxMouse	IO: Handles Mouse input
OrxOBox	Math: Handles Oriented boxes
OrxObject	
OrxParam	Main: Handles command-line parameters
OrxPhysics	
OrxPlugin	
OrxProfiler	Debug: Profile Code Execution
OrxRender	
OrxScreenshot	Display: Captures Screenshots.
OrxShader	
OrxSound	
OrxSoundSystem	
OrxSpawner	
OrxString	
OrxStructure	
OrxSystem	Core: Handles Modules.
OrxText	Display: Handles Text.
OrxTexture	Display: Handles Textures.
OrxTree	
OrxType	Base: Base Types.
OrxVector	Math: Handles Vectors
OrxViewport	

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