

# 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](#)
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## Classes

<a href="#">OrxAABox</a>	Math: Handles Axis-Aligned boxes.
<a href="#">OrxAnim</a>	Anim: Handles Animation Data.
<a href="#">OrxAnimSet</a>	Anim: Handles Sets of Animations.
<a href="#">OrxBank</a>	Memory: Memory Allocation.
<a href="#">OrxBody</a>	Physics: Handles Physical Bodies.
<a href="#">OrxCamera</a>	Render: Handles Cameras.
<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.
<a href="#">OrxFX</a>	Object: Special Effects.
<a href="#">OrxFile</a>	IO: Handles Files+FileSystem.
<a href="#">OrxFont</a>	Display: Handles Fonts.
<a href="#">OrxFrame</a>	Object: Handles the Scene.
<a href="#">OrxGraphic</a>	Display: Handles 2D/3D Graphics.

<a href="#">OrxHashTable</a>	Utils: Handles HashTables.
<a href="#">OrxInput</a>	IO: Handles Inputs.
<a href="#">OrxJoystick</a>	IO: Handles Joystick input.
<a href="#">OrxKeyboard</a>	IO: Handles Keyboard input.
<a href="#">OrxLinkedList</a>	Utils: Handles Linked Lists.
<a href="#">OrxLocale</a>	Core: Handles Localized Strings.
<a href="#">OrxMath</a>	Math: Base Math Functions.
<a href="#">OrxMemory</a>	Memory: Memory Allocation.
<a href="#">OrxModule</a>	Base: Handles Modules.
<a href="#">OrxMouse</a>	IO: Handles Mouse input.
<a href="#">OrxOBox</a>	Math: Handles Oriented boxes.
<a href="#">OrxObject</a>	Object: Handles Objects.
<a href="#">OriParam</a>	Main: Handles command-line parameters.
<a href="#">OrxPhysics</a>	Physics: Handles Physics Interactions.
<a href="#">OrxPlugin</a>	Plugin: Loads Dynamic Code.
<a href="#">OrxProfiler</a>	Debug: Profile Code Execution.
<a href="#">OrxRender</a>	Render: Renders Visible Objects.
<a href="#">OrxScreenshot</a>	Display: Captures Screenshots.
<a href="#">OrxShader</a>	Render: Stores Shader Information.
<a href="#">OrxSound</a>	Sound: Handles a Single Sound.
<a href="#">OrxSoundSystem</a>	Sound: Handles all Sounds.
<a href="#">OrxSpawner</a>	Object: Spawns Objects. (I think)
<a href="#">OrxString</a>	Utils: Handles Strings.
<a href="#">OrxStructure</a>	Object: Handles Structures.
<a href="#">OrxSystem</a>	Core: Handles Modules.
<a href="#">OrxText</a>	Display: Handles Text.
<a href="#">OrxTexture</a>	Display: Handles Textures.
<a href="#">OrxTimeLine</a>	Object: TimeLines are Sequences of Text Events.
<a href="#">OrxTree</a>	Utils: Handles Trees.
<a href="#">OrxType</a>	Base: Base Types.
<a href="#">OrxVector</a>	Math: Handles Vectors
<a href="#">OrxViewport</a>	Render: Handles Viewports

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

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

