

This area is being deactivated. Usable content is being moved out.

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](#).

## Categories

- [Reference: Anim](#)
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## Classes

Class Name	Category	Short Description
<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="#">OrxLinkList</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.
<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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