

# Object

Includes:

- orxFrame
- orxFX
- orxFXPointer
- orxObject
- orxSpawner
- orxStructure
- orxTimeLine

## OrxFrame

## OrxFX

## OrxFXPointer

## OrxObject

## OrxSpawner

## OrxStructure

## OrxTimeLine

## Config

- [Object](#)
- [Spawner](#)

## Tutorials

-todo-

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

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<https://orx-project.org/wiki/en/orx/reference/object/main?rev=1338736710>

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