

Object

Includes:

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

OrxFrame

OrxFX

OrxFXPointer

OrxObject

OrxSpawner

OrxStructure

OrxTimeLine

Config

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

Tutorials

-todo-

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