

# Object

## OrxFrame

Frame (scene node) Module. Allows to handles frame (scene nodes). It consists in a nodes (arranged in a hierarchical tree) having their position given in their parent local coordinate subsystem and caching their global one (in the root coordinate system). They're used to give position, rotation & scale to an object or a group of objects. Frames are structures. They thus can be referenced by Object Module.

## OrxFX

FX module. Allows to creates rendering special effects affecting color, scale, rotation and position of visuals.

## OrxFXPointer

FXPointer module. Allows to creates rendering special effects containers for objects.

## OrxObject

Object module. Allows to creates and handle objects Objects are structures containers that can refer to many other structures such as frames, graphics, etc...

## OrxSpawner

Spawner module. Allows to spawn orxSPAWNERS Spawners derived from structures

## OrxStructure

Structure module. Allows to creates and handle structures. Structures can be referenced by other structures (or objects).

## OrxTimeLine

TimeLine module. Allows to creates time lines: sequences of text events

## Config

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

## Tutorials

-todo-

From:

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

Permanent link:

<https://orx-project.org/wiki/en/orx/reference/object/main?rev=1338740438>

Last update: **2017/05/30 00:50 (8 years ago)**

