

Render

OrxCamera

Camera Module. Allows to create and handle cameras. Cameras are structures used to render graphic (2D/3D) objects. They thus can be referenced by other structures.

OrxRender

Render plugin module. Renders visible objects on screen, using active cameras/viewports.

OrxShader

Shader module. Allows to store shader information (code + parameters).

OrxShaderPointer

ShaderPointer module. Allows to create shaders (rendering post effects) containers for objects.

OrxViewport

Viewport module. Allows to create and handle viewports. Viewports are structures associated to cameras and used for rendering.

Config

- [Camera](#)
- [Render](#)
- [Shader](#)
- [Viewport](#)

Tutorials

Basic

- [Basic Viewport & Camera Tutorial](#)
- [Basic Spawner & Shader Tutorial](#)
- [Basic Shader & Lighting Tutorial](#)

Advanced

- [larwain's Tutorial 1: Compositing \(2D lighting pass\)](#)

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