Scroll Notes

World Coordinates

Z-axis values are slightly more rigid than orx to provide additional support for ScrollEd (the level editor embedded in Scroll).

Z-axis is always centered around 0. ScrollEd uses layers and assumes foreground layers with a Z < 0, gameplay/physics layer with Z = 0, background layers with Z > 0.

Object Lifetime

Calling StartGame() allows for objects to receive Update() calls until StopGame() is executed.

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

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