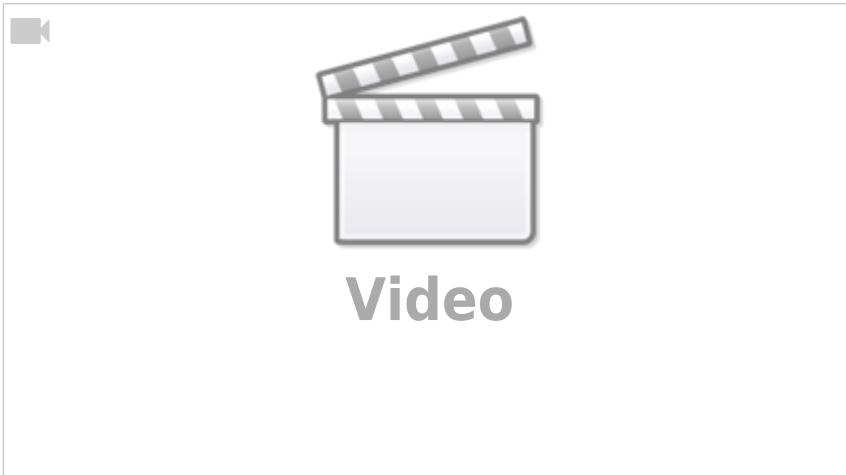


Embedding parts of Orx into other game engines

In this video Orx is embedded into the [Raylib](#), a game development library as an example of how parts of the Orx Engine can be used in other gaming libraries or engines.



From:

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

Permanent link:

https://orx-project.org/wiki/en/tutorials/engine/embedding_orx?rev=1732795155

Last update: **2025/09/30 17:26 (6 months ago)**

