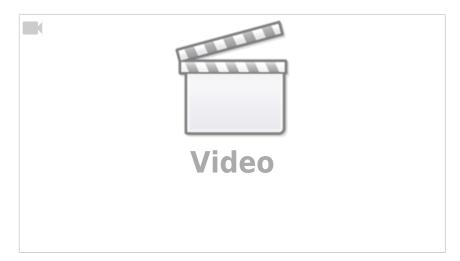
Embedding parts of Orx into other game engines

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 (4 weeks ago)

