

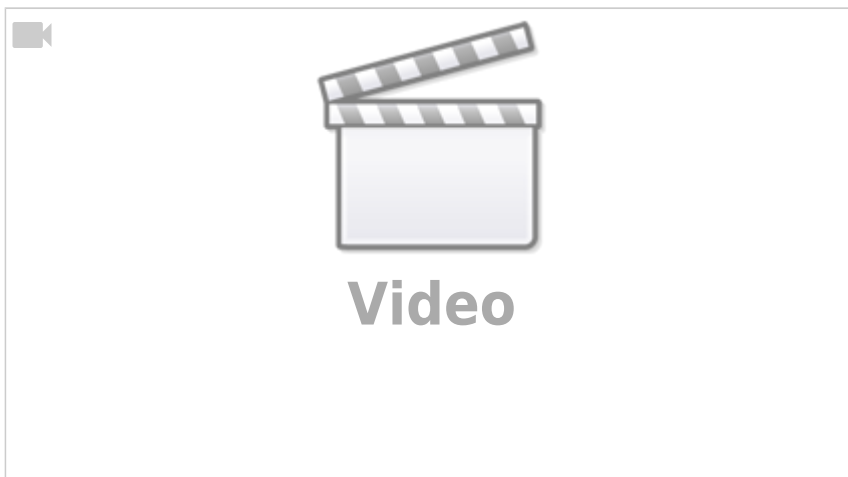
# Orx Extensions

Extensions are added when creating a new project. You can get a list of available extensions with:  
`init help`

At the time of writing, the current available extensions are:

<code>bundle</code>	Automatic resource encryption & packaging
<code>cheat</code>	Secret pass/cheat code support
<code>c++</code>	Create a C++ project instead of C
<code>imgui</code>	<a href="#">Dear ImGui</a> support (adds c++ as well)
<code>inspector</code>	Object debug GUI inspector (adds imgui as well)
<code>mod</code>	Audio MOD, XM & S3M support
<code>movie</code>	Movie (MPEG-1) support
<code>nuklear</code>	<a href="#">Nuklear</a> support
<code>remote</code>	Web-served resources support, HTTP/1.1 only, proof of concept)
<code>scroll</code>	C++ convenience layer with config-object binding (adds c++ as well)
<code>sndh</code>	Audio SNDH (Atari ST) support

In the following video, larwain goes through the process of creating a project that provides the code to play Amiga and PC styled music mods.



A new extension has been added in November 2024 which will be covered during the next live session. News and details can be found on the [Orx Discord](#).

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