

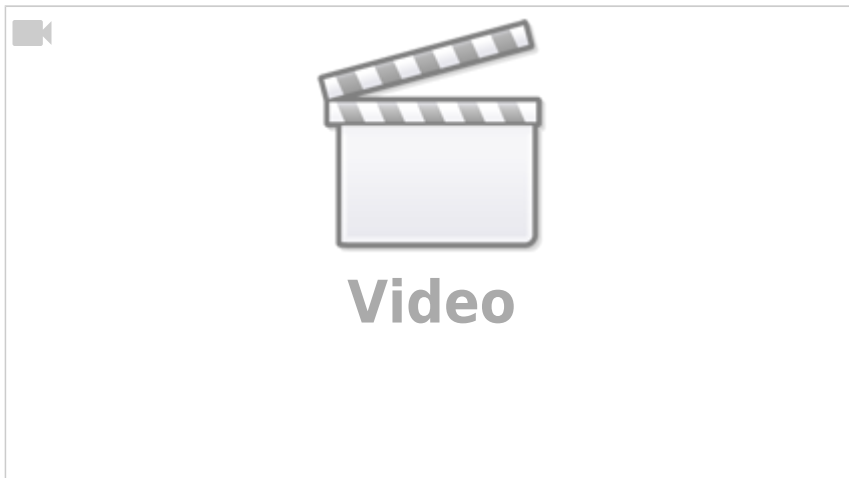
# Orx Extensions

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:

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



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

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[https://orx-project.org/wiki/en/tutorials/engine/orx\\_extensions?rev=1732879952](https://orx-project.org/wiki/en/tutorials/engine/orx_extensions?rev=1732879952)

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