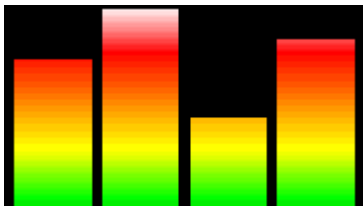# Tutorials Listed By Subject
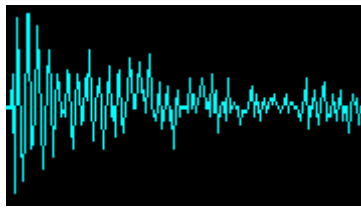
This section contains all tutorials indexed by subject for orx, an opensource, portable, lightweight, data-driven & 2D-oriented game engine.

Contributions are very welcome.

Search
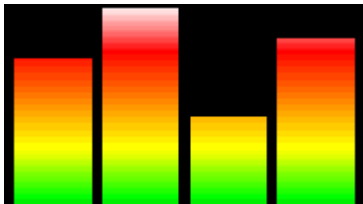
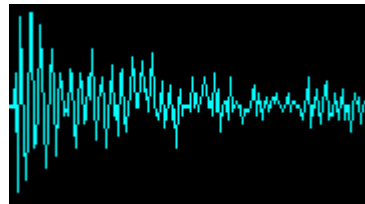## Audio

 Sound & Music   Sound Recording

 Sound Buses   Audio Filters

 Audio filters, miniaudio & audio extensions Video

Android

          Working with Android (new users start here!)

 Android Studio, NDK, and Orx library   Compiling Orx Library & Demo

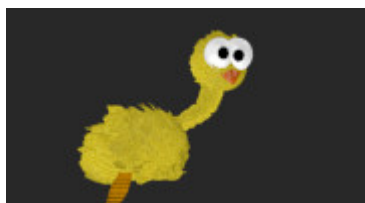Project   Android Demo as a template project

Using SWIG to talk to Java on Android continued deployments

Android Packaging Scripts for

Animation

New Animation System Walkthrough

Basic

Animation

Animation and Clearing Targets

Animation Inheritance with Prefixes

Text Animation

Realistic Walk Movement

Creating Particle

Explosions

Addin for The Gimp to Extract Guides for Configuration
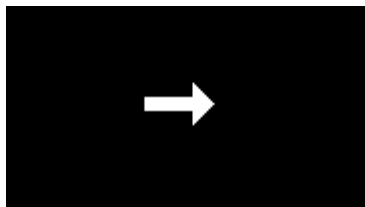

Mouse over effect for buttons

Creating an

Insect Object (Animation)
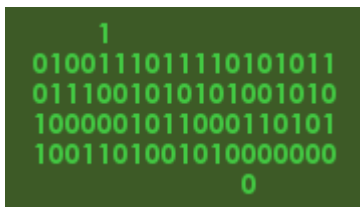
Animation Synchronization

See more Animation Examples

C++

Localization   Stand Alone Application

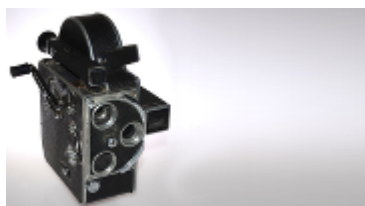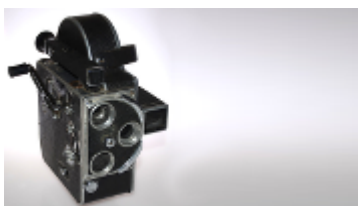Using orxObjects in Classes with an EventHandler

An Introduction to orx/Scroll   Compiling hidapi in a game
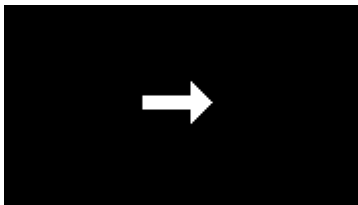
Cameras

Viewport and Camera   Cameras and Frustums

orxScroll, Cameras and Viewports   See more Camera Examples

Clocks

08:32:2447

Clock

Code::Blocks

Getting Code::Blocks for Windows   Building the
Orx Library with Code::Blocks on Mac OS X   Building the Orx Library with
Code::Blocks on Linux

Codelite

Getting Codelite for Windows   Building the Orx
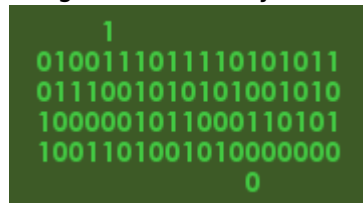Library with Codelite on Mac OS X   Building the Orx library on Linux with
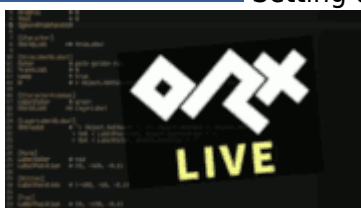Codelite   Setting up Codelite on Linux   Stand
Alone Application   Codelite & Environment Variables Video
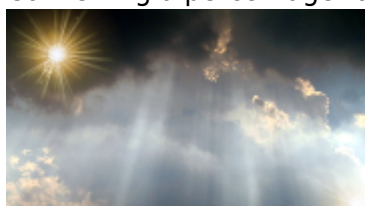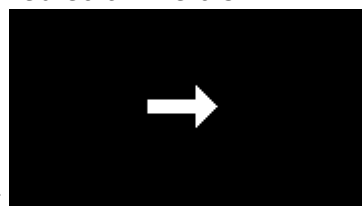
Color / Colour

orxCOLOR and how to colour an object
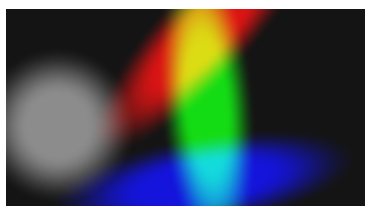
Converting a percentage to a color Web Color Literals

A natural-looking glowing ball effect See more Color Examples
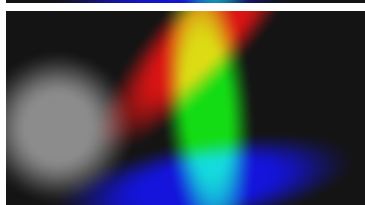
Compositing

Compositing (2D lighting with offscreen rendering)

Viewport Render to Texture

Console

Guide to the Orx Console and Commands The Bounce Demo Custom Console Colors

Command Module

 Command Module Syntax Command and
Timeline Notes

Config

 Encrypting Config Files Saving information to a
config file Changing the Default Config File

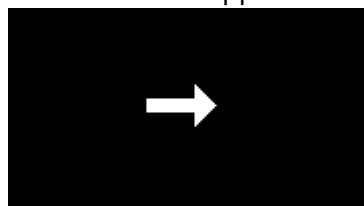Changing the Default Config File for orx/Scroll Retrieving and Updating

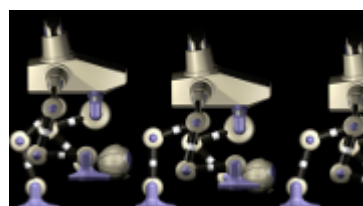Config Values Stepped Random Values Local-

only Config Overriding Video See more Config Examples
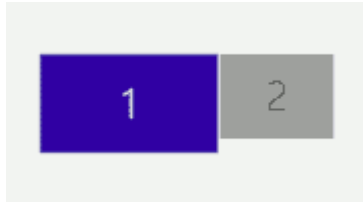
Controls

 Interaction, Control and Physics Realistic Walk
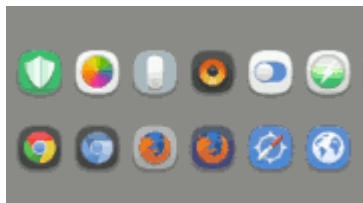
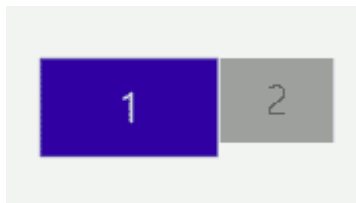Movement Creating Particle Explosions
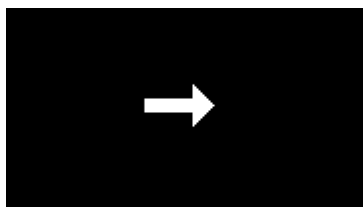
Display

Multiple Monitors Custom Mouse Cursors

Application Icons Borderless Window Mode

See more Display Examples

Downloads

Getting Started with Orx

Events

Realistic Walk Movement Using orxObjects in

Classes with an EventHandler Creating Particle Explosions
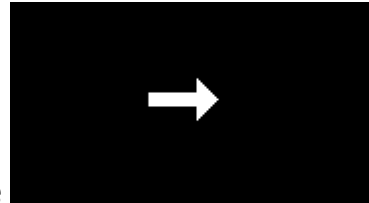
Fonts

 Fun with Text and Shaders orxFontGen

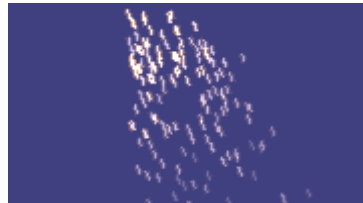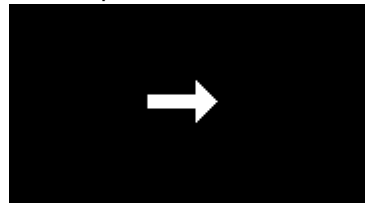 Font tool for unicode, including Chinese See more Font Examples

FX

 FX Sparks with Spawners and FX

 Creating an Insect Object (Speed FX) See more FX Examples

Game Guides

 Beginner's Guide - Platform Game Beginner's Guide - 2D UFO Game Beginner's Guide - UFO Game Video Version

 Making an Arkanoid Game Making an Arkanoid

Game Part 2

iPad / iOS / iPhone

Using compressed textures on the iPad Porting
a game to the iPad

Input

8 Way Joystick / Gamepad Control Analog
Joystick / Gamepad Control Analog Stick Threshold

Overriding a Controller Mapping Remapping

Controller Inputs Testing Key, Joystick and Mouse Inputs

Interaction, Control and Physics Realistic Walk

Movement Creating Particle Explosions Mouse

over effect for buttons

Notes on input

Keyboard Inputs

Mouse Grab

Compiling hidapi

in a game   See more Input Examples

Joints

Creating an Insect Object (Revolute Joint)

Weld

Joint on parent/child Objects with Bodies   Z-order of Objects with Joints

Level Mapping

Semi-dynamic Objects and Level Mapping

Using the Tiled to ORX Converter

Hexagon Grid Tutorial

 Creating Maps in ScrollEd Pathfinding

Linux

 Setting up a Development Environment on Linux

 Linux Setup (brief overview) Building the Orx

library on Linux with Codelite Codelite in Linux
Building the Orx Library with Code::Blocks on Linux

Localisation

 Localization Localization and Multiple

Languages

Mac OS X

 Setting up a Development Environment for Mac OS X

 Cloning and building the Orx library on Mac OS X

 Building the Orx Library with Xcode on Mac OS X

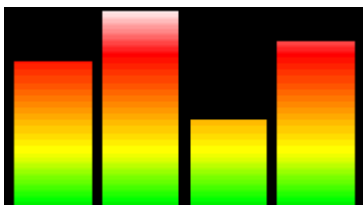 Building the Orx Library with Codelite on Mac OS X

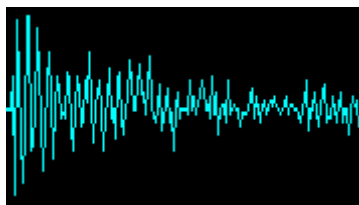 Building the Orx Library with Code::Blocks on Mac OS X
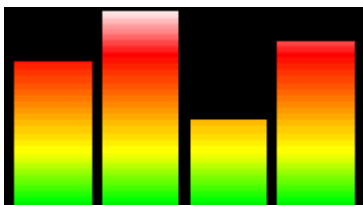
 Setting up a game project on Mac OS X
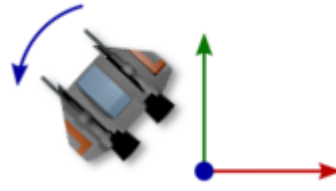
Music

 Sound & Music   Sound Recording

 Sound Buses

Objects

Basic Object

Object Transformation

Semi-dynamic Objects and Level Mapping

Objects in Classes with EventHandlers

The Binding of Objects

Object Traversing

Notes on Rotation

A natural-looking glowing ball effect

Creating

an Insect Object

Creating an Object made of many Parts
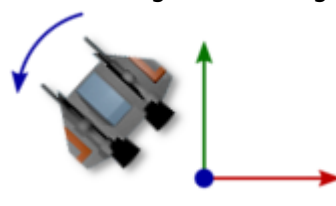
Passing items from one Object to another

Object Lifetime

Relative Object Positioning and Scaling
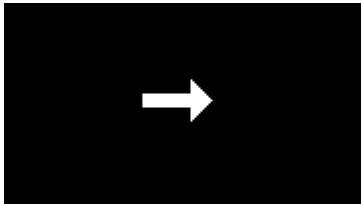
Teleporting on Screen Edges

Literals for

Objects   Command Hooks for Object Events
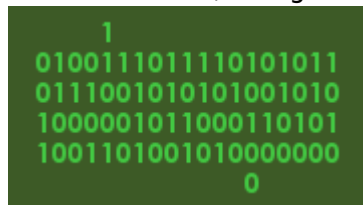
Aged Objects   See more Object Examples

Orx Code (General)

 orxSTRINGs, strings and chars orxCOLOR and

how to colour an object Lists, HashTables and Trees

Orx (Setting up)

 Cloning Orx from Github Using Premake to

create a Build Project to compile ORX from scratch Compiling Orx with

mingw32/gmake Download a pre-built Orx for your environment

The Bounce Demo Video   Getting & setting up Orx

Orx/Scroll (C++ Abstraction layer for Orx)

An Introduction to Orx/Scroll   The Binding of Objects

Creating an orx/Scroll project using 'init'

Creating Maps in ScrollEd   Colliding ScrollObjects with Orx Objects

Access Scroll class from ScrollObject

ScrollObject to ScrollObject Communication
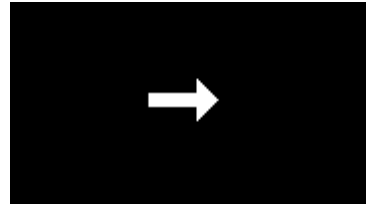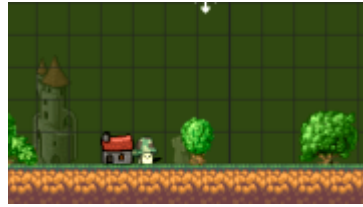
Changing the Default Config File for orx/Scroll   Moving a ScrollObject along a curve

orxScroll, Cameras and Viewports

ProgressBars in orxScroll Pathfinding See more
orx/Scroll Examples

Physics

Basic Physics and Collisions Physics

Raycasting Interaction, Control and Physics

Using the Inkscape SVG to ORX Converter
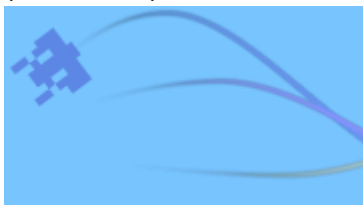
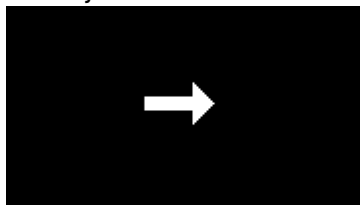Creating an Object made of many Parts Creating an Insect Object
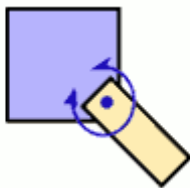
(Animation) Weld Joint on parent/child Objects with Bodies

Applying a force at a position point See more
Physics Examples

Premake

Using Premake to create a Build Project to compile ORX from scratch

How to use Premake to create a build configuration for your own project in any IDE/OS

Projects

Creating your own project using 'init'   The 'init'

command & available extensions Video   Creating an orx/Scroll project

using 'init'   How to use Premake to create a build configuration for your

own project in any IDE/OS   XCode 3 Tutorial

Working with Android   Native Tutorial (deprecated)

Using the Android Demo as a template for your own projects

 Using orxhub

Publishing

 Preparing for a release under Windows

 Preparing for a release under MacOSX   Console-less Applications

 Android Packaging Scripts for continued deployments

 Common Release Checklist

Scrolling

 Scrolling

Resources
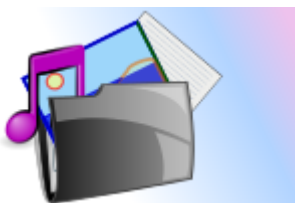
 Zip Archive Resources   Resources over HTTP
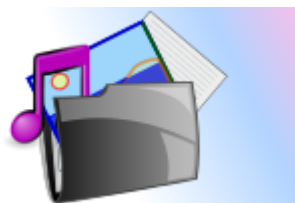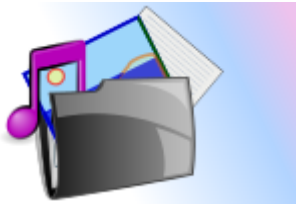
 Resource Reloading See more Resource Examples
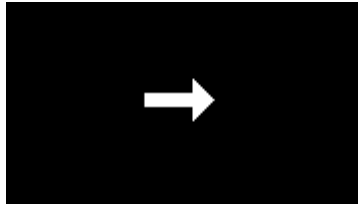
Scenes

 Data-Driven Scene Transitions
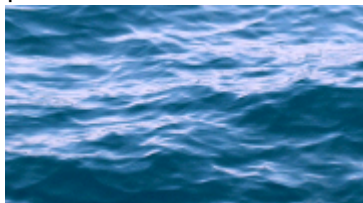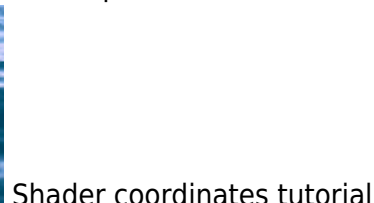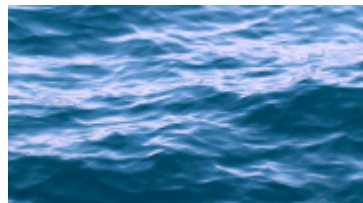
Shaders

 Getting started with Shaders in Orx Shaders in Screen Space Spawner & Shader Shader & Lighting Shader coordinates tutorial Hexagon Grid Tutorial Hexagon Grid Tutorial (Axial/Cubial Coordinates) A natural-looking glowing ball effect Fun with
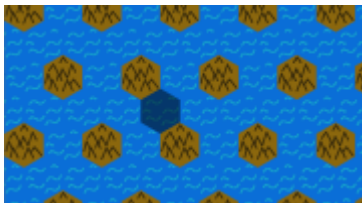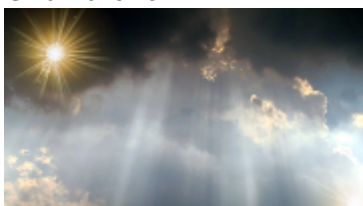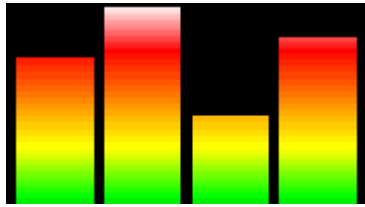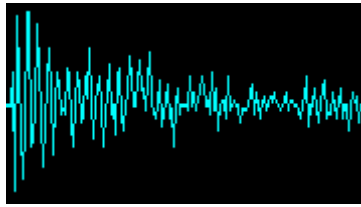
Text and Shaders   Maps in a Shader   See more
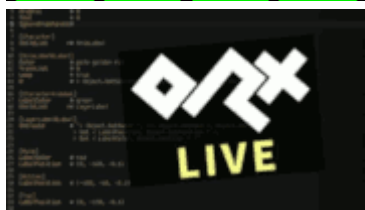Shader Examples
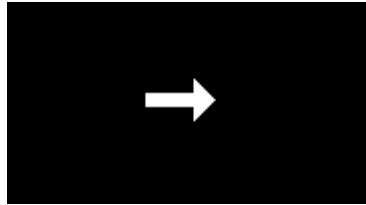
Sound

Sound & Music

Sound Recording
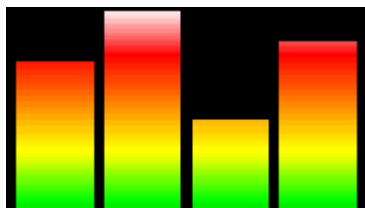
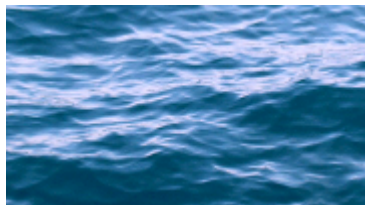Sound Buses
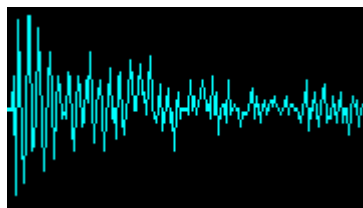
Audio Filters

Audio filters, miniaudio & audio extensions Video
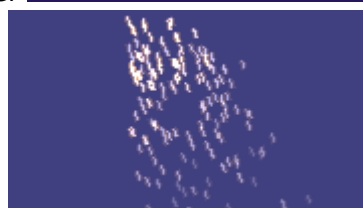
Spawners

Spawner & Shader
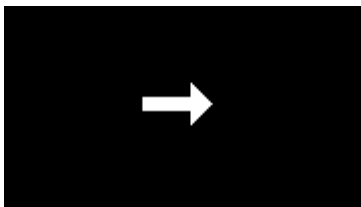

Creating Particle Explosions

Spawning Bullets

Sparks with Spawners and

FX   Futurama Appearance Effect

Spawners

using Relative Position and Scale　　　　　　　　　　　　See more Spawner Examples

Sprites

Using the darkFunction to ORX Converter
Addin for The Gimp to Extract Guides for Configuration
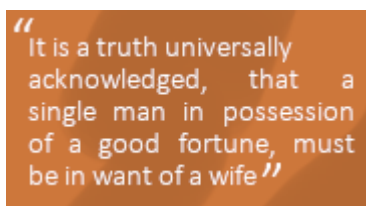
System

The Clipboard　　　　　　　　　　　Drag and Drop

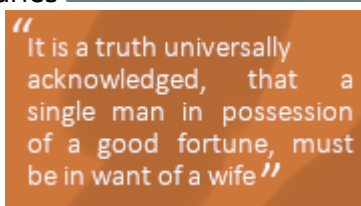Commandline Parameters

Text
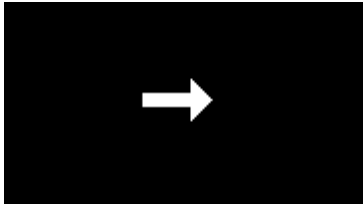
Text Boundaries　　　　　　　　　　Fun with Text and Shaders
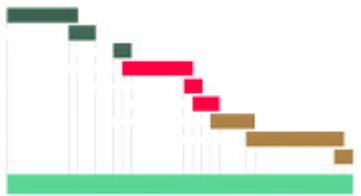
orxFontGen　　　　　　　　　　Text Background

 See more Text Examples

Textures

 Using compressed textures on the iPad
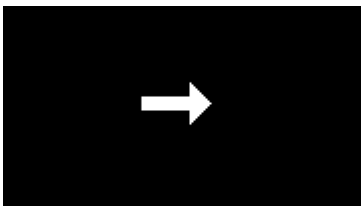
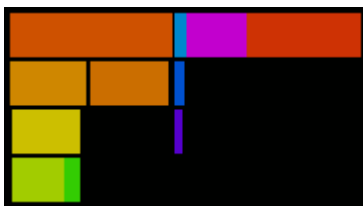## Timelines / Tracks

 Timelines / Tracks Command and Timeline

Notes See more Track and Command Examples

Tools

 The Orx Profiler orxFontGen

 Using the Inkscape SVG to ORX Converter

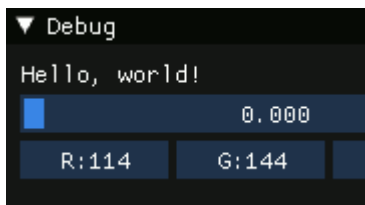Using the TMX to ORX Converter Using the darkFunction to ORX Converter

Using SWIG to talk to Java on Android Logging all Structures to a Tree
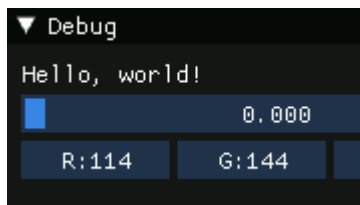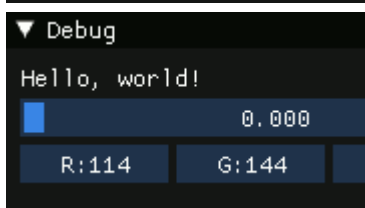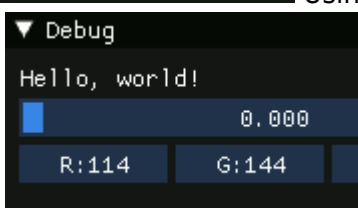
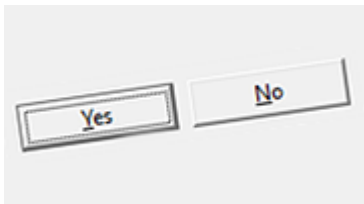## UI / User Interface

 Using ImGui with Orx Using Nuklear with Orx

 Nuklear Font Management Notes on Nuklear with Orx File Dialogs and Messageboxes
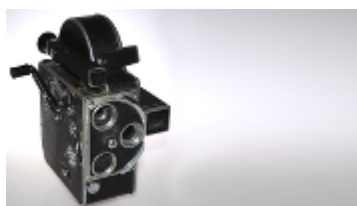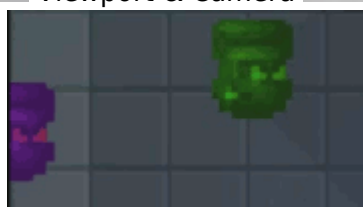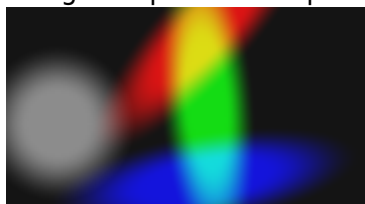Mouser over effect for buttons

Viewports

 Viewport & Camera Heads Up Display (HUD)

using Viewport + Groups Teleporting on Screen Edges

 Viewport Render to Texture

Visual Studio

Building the Orx library with Visual Studio

Stand Alone Application

Windows

Compiling Orx with mingw32/gmake   Building the Orx library with Visual Studio

XCode

Xcode4 Scroll, Console-less, Resources

Building the Orx Library with Xcode on Mac OS X

From:

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

Permanent link:

https://orx-project.org/wiki/en/tutorials/main?rev=1683104941

Last update: **2023/05/03 02:09 (23 months ago)**