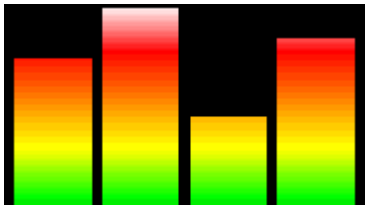
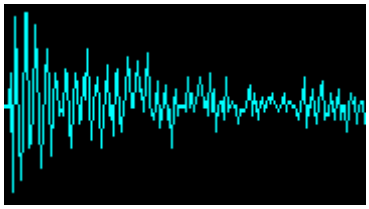
Tutorials Listed By Subject

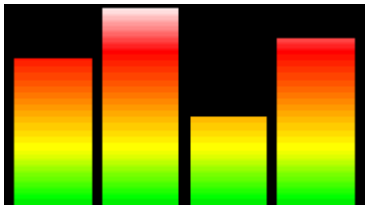
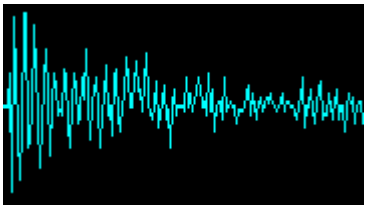
This section contains all tutorials indexed by subject for orx, an opensource, portable, lightweight, data-driven & 2D-oriented game engine.

Contributions are very welcome.

Search

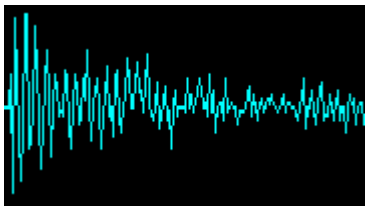
Audio

 Sound & Music  Sound Recording

 Sound Buses  Audio Filters



Audio filters, miniaudio & audio extensions Video

 Sound Spatialization

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 Android Packaging Scripts for continued deployments

Animation



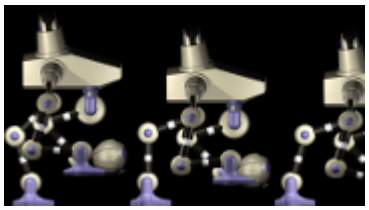
New Animation System Walkthrough 

Basic Animation 

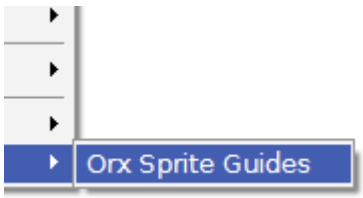
Animation and Clearing Targets 

Animation Inheritance with Prefixes 

Text Animation



Realistic Walk Movement 

Creating Particle Explosions 

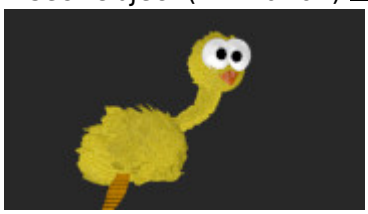
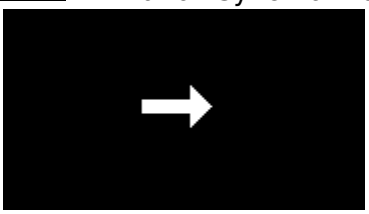
Addin for The Gimp to Extract Guides for Configuration



Mouse over effect for buttons 

Creating an

Insect Object (Animation)  Animation Synchronization

 Zero Length Frames  See more Animation Examples

C++

 Localization 

Stand Alone Application

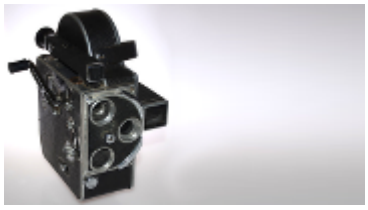
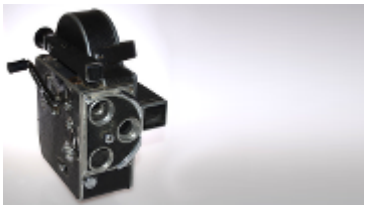


Using orxObjects in Classes with an EventHandler

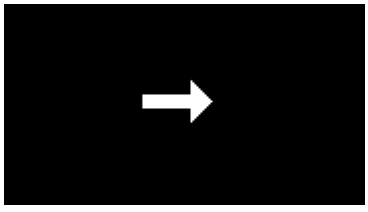


An Introduction to orx/Scroll  Compiling hidapi in a game

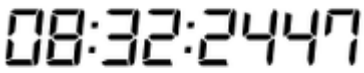
Cameras

 Viewport and Camera  Cameras and Frustums



orxScroll, Cameras and Viewports  See more Camera Examples

Clocks

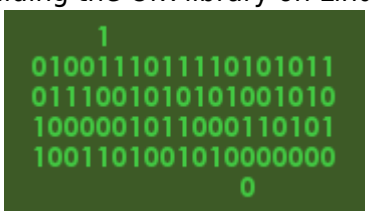


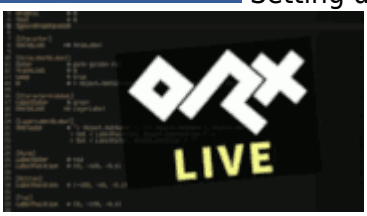
Clock

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 

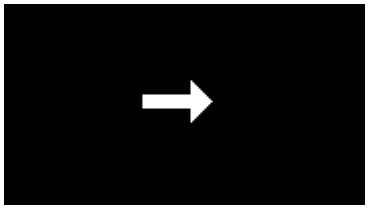
Stand Alone Application 

Codelite & Environment Variables Video

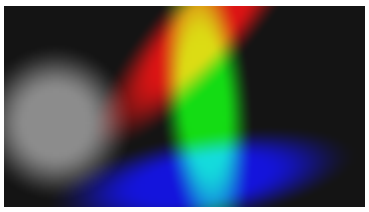
Color / Colour

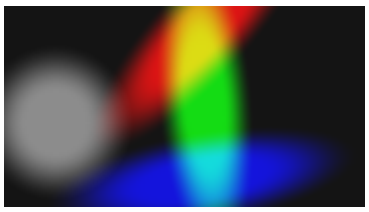
 orxCOLOR and how to colour an object 

Converting a percentage to a color  Web Color Literals

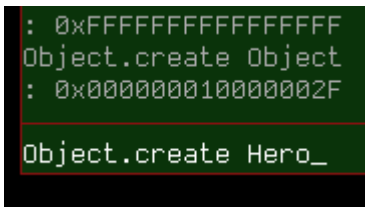
 A natural-looking glowing ball effect  See more Color Examples

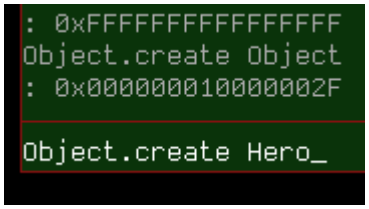
Compositing

 Compositing (2D lighting with offscreen rendering)

 Viewport Render to Texture

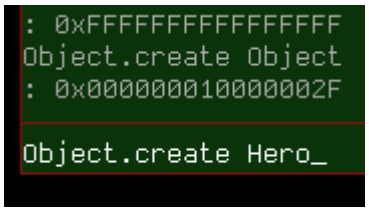
Console

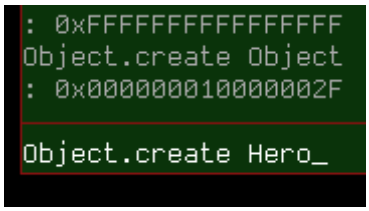


Guide to the Orx Console and Commands  The Bounce Demo 

Custom Console Colors

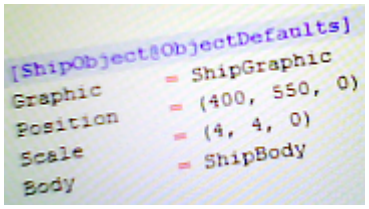
Command Module

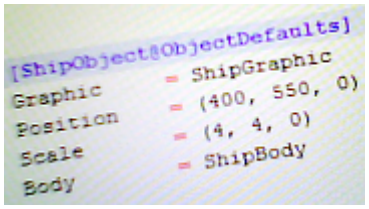


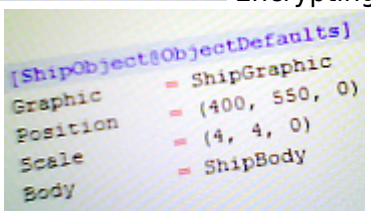
Command Module Syntax 

Command and Timeline Notes

Config

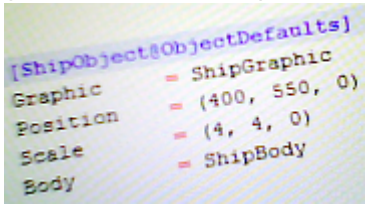


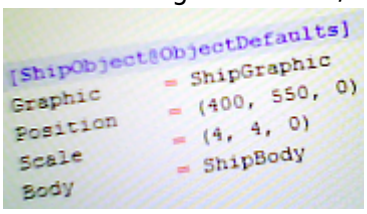
Encrypting Config Files 

Saving information to a config file 

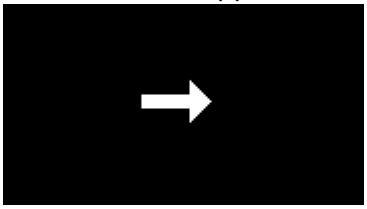
Changing the Default Config File



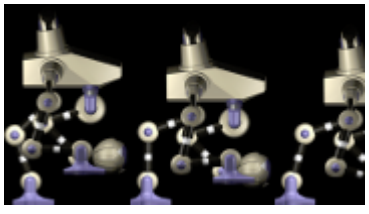
Changing the Default Config File for orx/Scroll 

Retrieving and Updating Config Values 

Stepped Random Values 

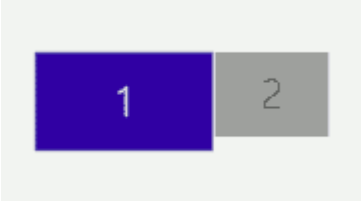
Local-only Config Overriding Video 
See more Config Examples

Controls

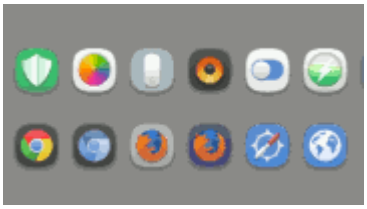
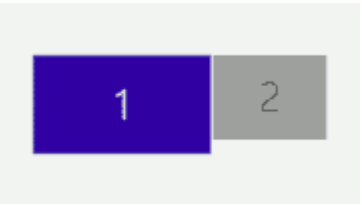

Interaction, Control and Physics 
Realistic Walk

Movement  Creating Particle Explosions

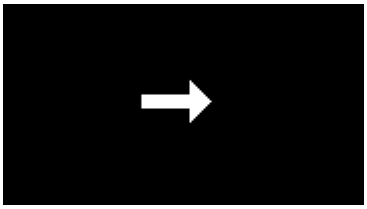
Display



Multiple Monitors  Custom Mouse Cursors

 Application Icons 

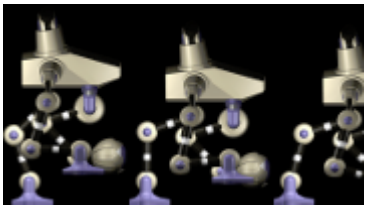
Borderless Window Mode

 See more Display Examples

Downloads

 Getting Started with Orx

Events

 Realistic Walk Movement 

Using orxObjects in Classes with an EventHandler  Creating Particle Explosions

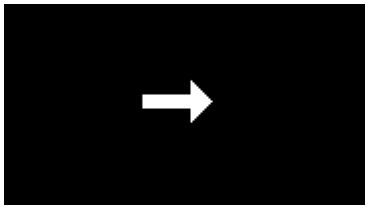
Fonts



Fun with Text and Shaders 

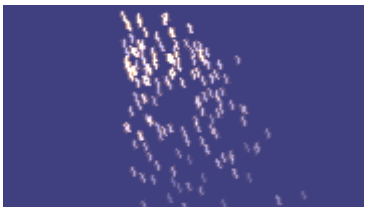
orxFontGen

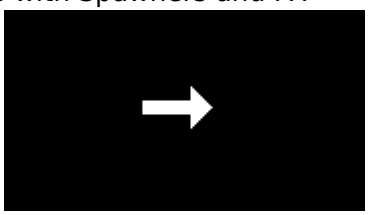


Font tool for unicode, including Chinese 

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

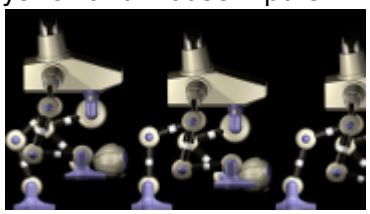
iPad / iOS / iPhone


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

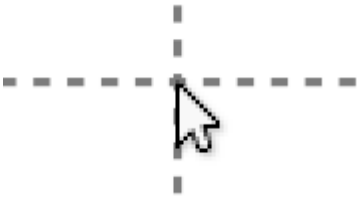
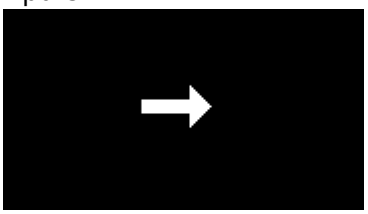
Input


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

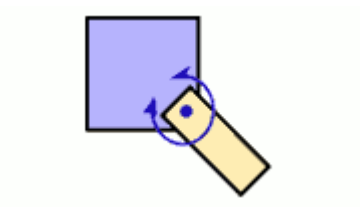
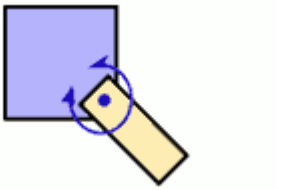

Overriding a Controller Mapping 
Remapping Controller Inputs 
Testing Key, Joystick and Mouse Inputs


Interaction, Control and Physics 
Realistic Walk Movement 
Creating Particle Explosions 

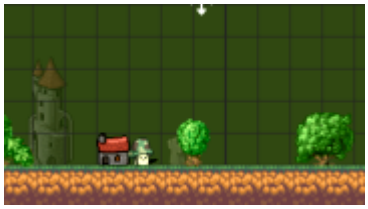
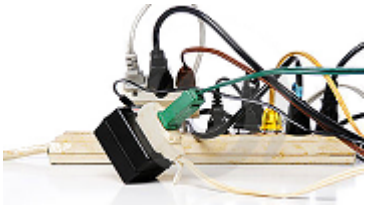
Mouse over effect for buttons 
Notes on input 


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

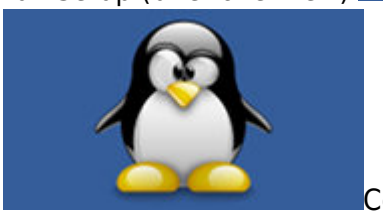
Creating Maps in ScrollEd  Pathfinding

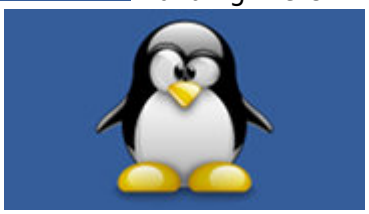
Linux


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

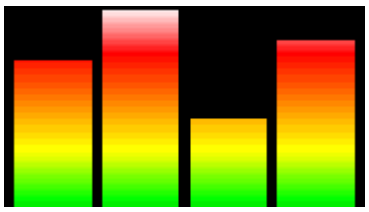

Building the Orx Library with Xcode on Mac OS X

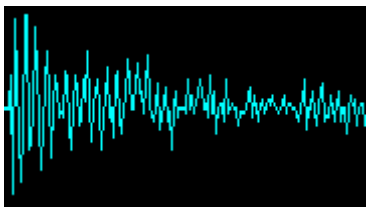

Building the Orx Library with Codelite on Mac OS X

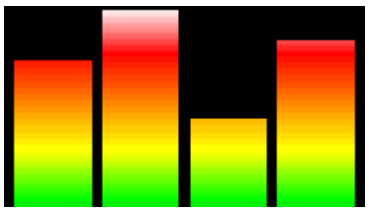

Building the Orx Library with Code::Blocks on Mac OS X


Setting up a game project on Mac OS X

Music

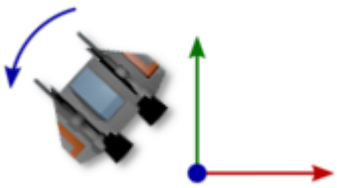

Sound & Music


Sound Recording

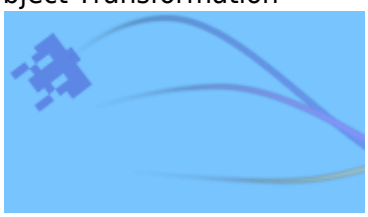

Sound Buses

Objects

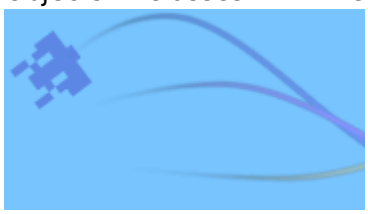

Basic Object


Object Transformation

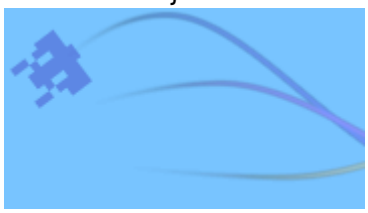
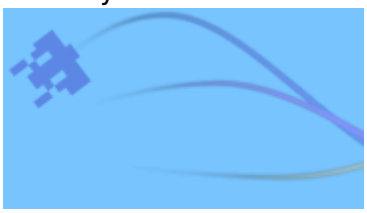

Semi-dynamic Objects and Level Mapping

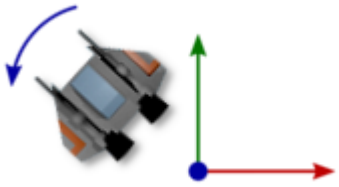


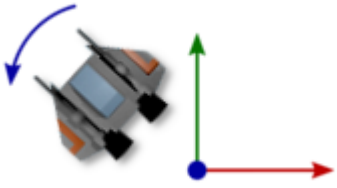
Objects in Classes with EventHandlers  The Binding of Objects

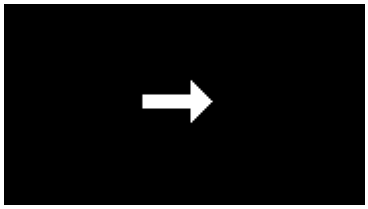
 Object Traversing  Notes on Rotation

 A natural-looking glowing ball effect  Creating an Insect Object  Creating an Object made of many Parts

 Passing items from one Object to another 

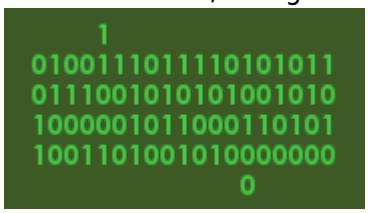
 Object Lifetime Relative Object Positioning and Scaling

 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 

Getting & setting up Orx Video

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

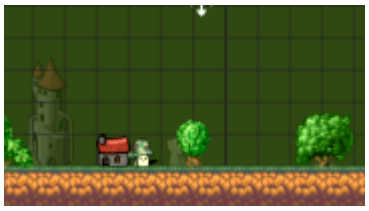
Access Scroll class from ScrollObject

ScrollObject to ScrollObject Communication

Changing the Default Config File for orx/Scroll

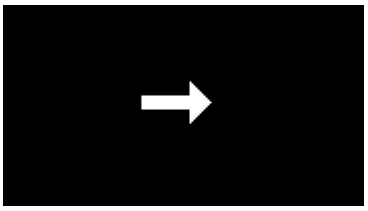
Moving a ScrollObject along a curve

orxScroll, Cameras and Viewports



ProgressBars in orxScroll

Pathfinding



See more orx/Scroll Examples

Physics

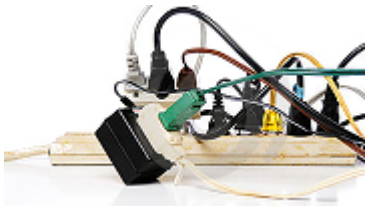
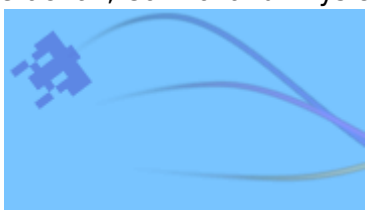


Basic Physics and Collisions

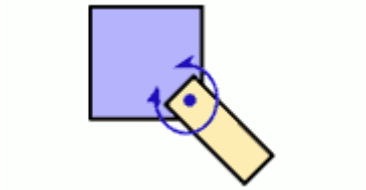


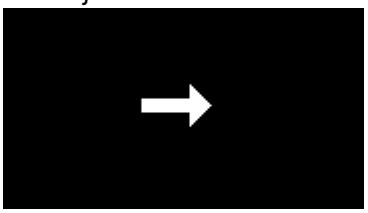
Physics

 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 (deprecated)



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

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~~ (deprecated)

Publishing



Preparing for a release under Windows





Preparing for a release under MacOSX

Console-less Applications



Android Packaging Scripts for continued deployments



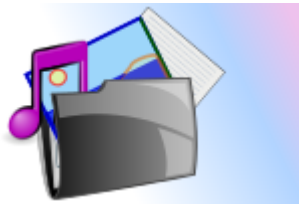
Common Release Checklist

Scrolling

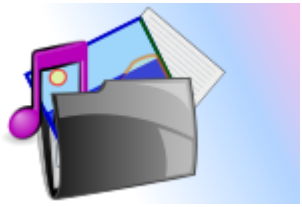


Scrolling

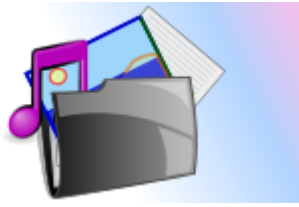
Resources



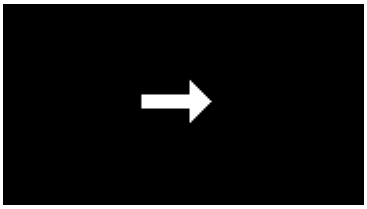
Zip Archive Resources



Resources over HTTP



Resource Reloading



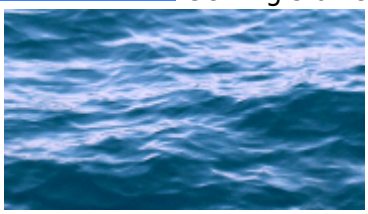
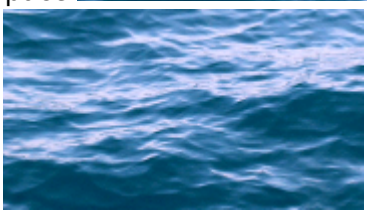
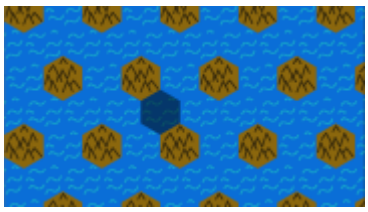
See more Resource Examples

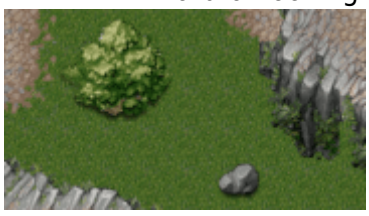
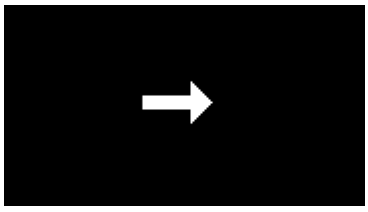
Scenes



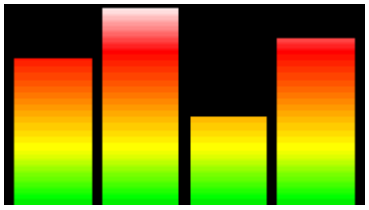
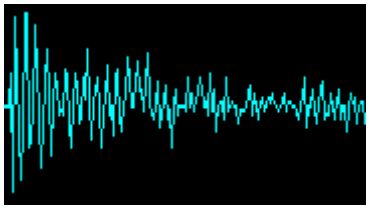
Data-Driven Scene Transitions

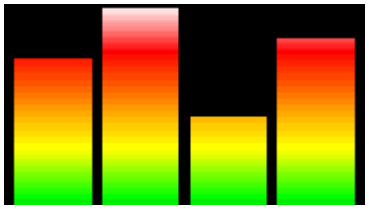
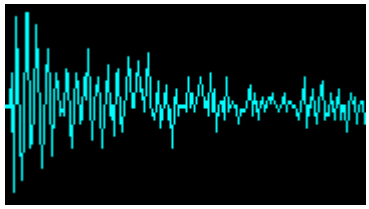
Shaders

 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

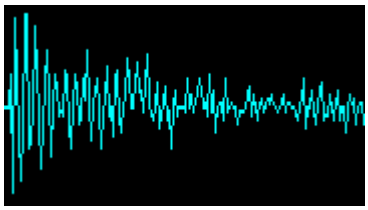
Sound

 Sound & Music  Sound Recording

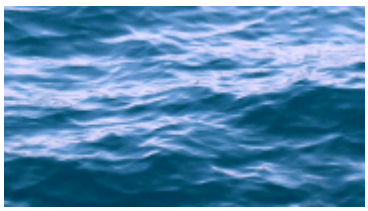
 Sound Buses  Audio Filters

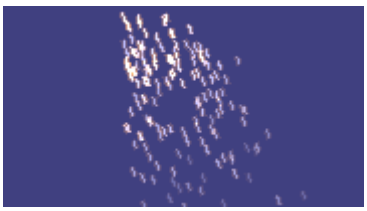
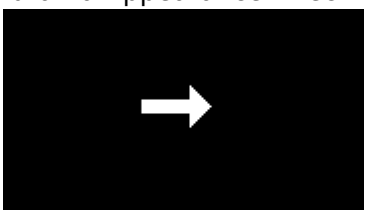


Audio filters, miniaudio & audio extensions Video

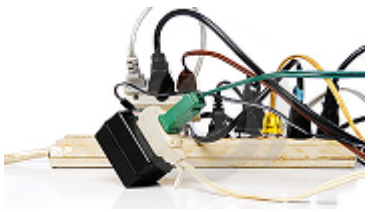
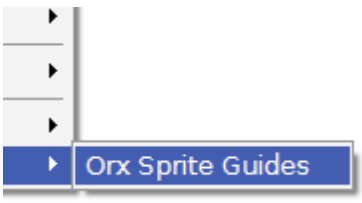

Sound Spatialization

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

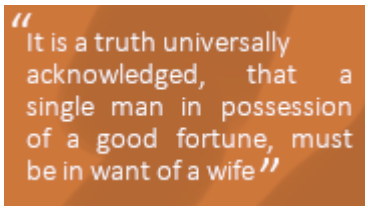


Drag and Drop



Commandline Parameters

Text



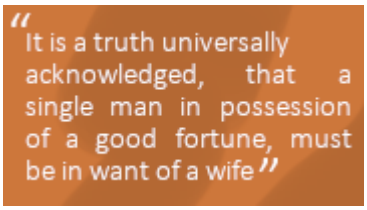
Text Boundaries



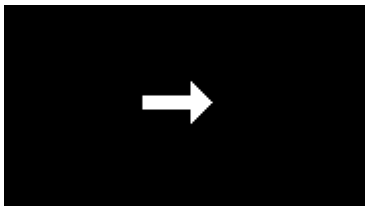
Fun with Text and Shaders



orxFontGen



Text Background



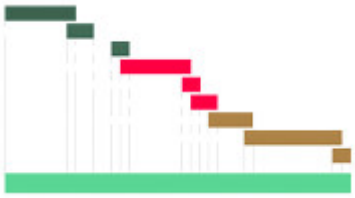
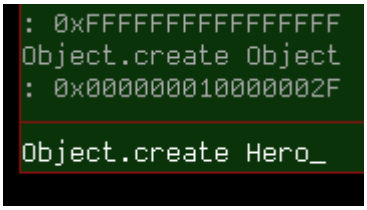
See more Text Examples

Textures

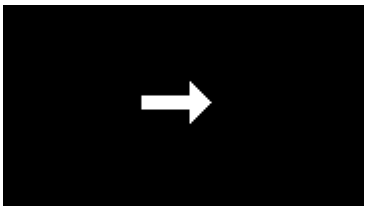


Using compressed textures on the iPad

Timelines / Tracks

 Timelines / Tracks 

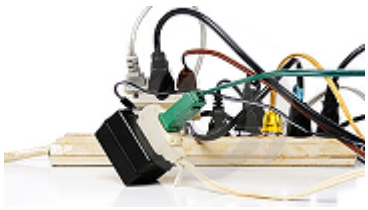
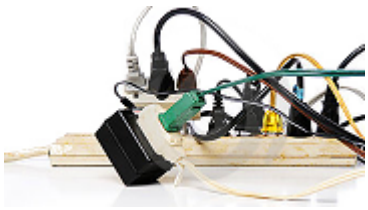
Command and Timeline

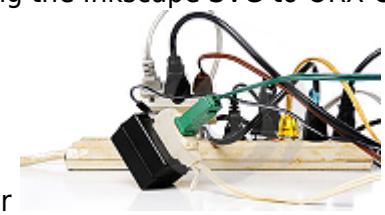
Notes  See more Track and Command Examples

Tools

 The Orx Profiler 

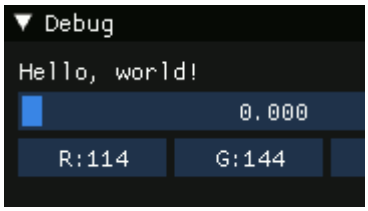
orxFontGen

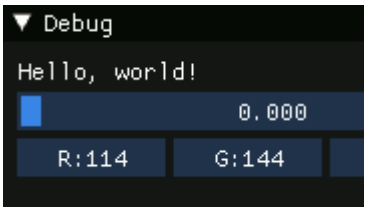
 Using the Inkscape SVG to ORX Converter 

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

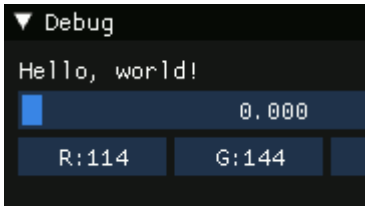
 Using SWIG to talk to Java on Android  Logging all Structures to a Tree

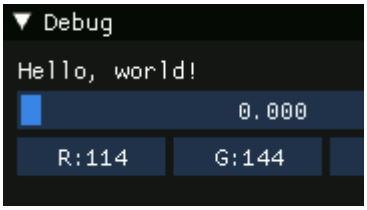
UI / User Interface

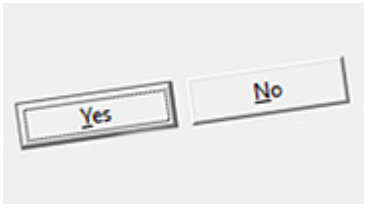


Using ImGui with Orx 

Using Nuklear with Orx



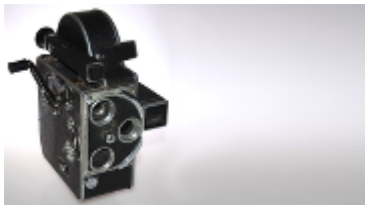
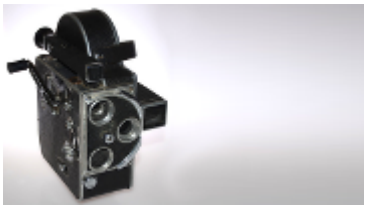
Nuklear Font Management


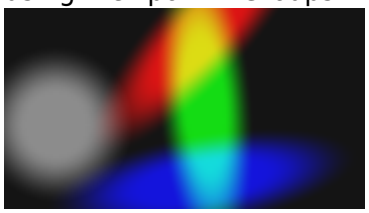
Notes on Nuklear with Orx


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

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