Tutorials

This section is dedicated to basic and advanced tutorials about orx, an opensource, portable, lightweight, data-driven & 2D-oriented game engine.

Setting up Orx

- Using Premake to create a Build Project to compile ORX from scratch
- Or download a pre-built Orx for your environment

Setting up a project using Orx in an IDE

These tutorials show how to setup different coding environments (IDE) to work with orx. [1)]

- How to use Premake to create a build configuration for your own project in any IDE/OS
- Microsoft Visual Studio (C++) for Windows: VS2008 Tutorial / Download Visual Studio 2008 (Express version)
- CodeLite for Windows, Linux and Mac OS X: Linux Tutorial / Download CodeLite
- XCode for Mac OS X: XCode 3 Tutorial / Download XCode / Installing Xcode 3.2.6 On Lion
- iPhone/iPad: iPhone Tutorial
- Android: Working with Android
- ~~Android Native:~~ Android Native Tutorial (depreciated)

Community Tutorials

Basic

This section will introduce you to orx basics.
Please download the tutorial files (including projects files, data, executables and source code) for Windows (mingw, vs2008 & vs2010), Linux and MacOS X from this download link.

Here's the list of the currently available basic tutorials:

1. [C] object
2. [C] clock
3. [C] frame
4. [C] animation
5. [C] viewport & camera
6. [C] sound & music
7. [C] fx
8. [C] physics
9. [C] scrolling
10. [C++] localization
11. [C] spawner & shader
12. [C] shader & lighting

The tutorial #10 also shows how to write C++ code using orx [2]. In the same way, you can write your program in any language that can interface with C.

Some wrappers are being developed by community member. If you want to contribute by helping to write such wrappers, or writing new ones for other languages, please contact us via the forum.

1)
All these IDEs are free and can be downloaded from internet.
2)
which is mostly coded in C