

Creating your own ImGui based project



Huge thanks go to the *thegwydd* for his work bringing the Dear ImGui User Interface Library to Orx.

You can easily generate a Dear ImGui project using `init` from the github version of Orx.

This article assumes that you have [downloaded the latest version of Orx from github](#) and have built Orx.

How to Create your own Dear ImGui project

There are two ways to create a Dear ImGui project. Firstly, using Interactive Mode:

```
init
```

Then follow all the prompts and choose yes when asked if you want to include Dear ImGui:

```
[Extension] imgui: Dear ImGui support (https://github.com/ocornut/imgui)?  
(no)
```

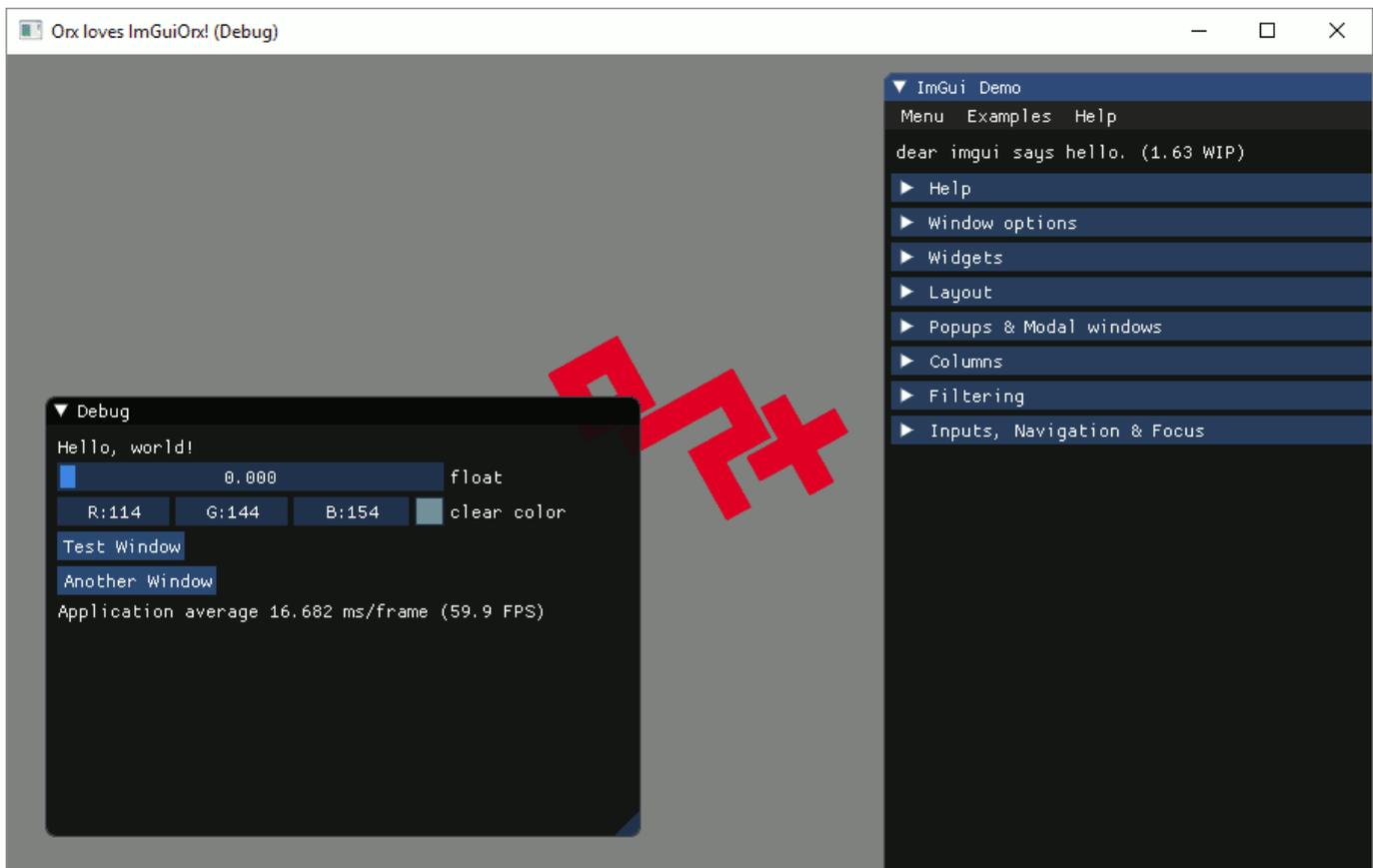
The second way is to specify everything on the commandline:

```
init myGameFolder/MyGame +imgui
```

Working with your project

Load your new Dear ImGui project using your favourite IDE. You'll find your build in the `build` folder.

Compile and run. You should get a nice screen with demo gui controls.



And just for some extra flair, add a little up/down movement to the logo in your main config file:

```
[Object]
Graphic          = @
Texture          = logo.png
Pivot            = center
AngularVelocity  = 18
FXList           = FadeIn # ColorCycle # MoveAround

[MoveAround]
SlotList         = @
Type             = position
StartTime        = 0.0
EndTime         = 4
Curve            = sine
StartValue       = (0,0)
EndValue         = (0, -300)
Loop             = true
```

orx/Scroll based projects

You can also create an orx/Scroll-based Dear ImGui project. See: [Creating your own orx/Scroll project using 'init'](#)

Learning ImGui

To get started learning how to use the UI Library, check the official repo page:

<https://github.com/ocornut/imgui>

You can also find the previous guide for Orx and Dear ImGui here: [guide to create the imgui_orx library and demo project](#).

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