

Haxe and OpenFL references

Haxe/OpenFL overview

[Haxe](#)

[OpenFL](#)

[StackOverflow: Haxe / OpenFL / Flixel](#)

[Flash is dead, long live OpenFL!](#)

[The state of gamedev in Haxe](#)

[Cross-platform Game Development with Haxe & OpenFL](#)

Haxe/OpenFL discussion & news

[haxe.io](#)

[Why I think Haxe/OpenFL is great for indie devs](#)

[Dear Adobe: Support Haxe, save your Tools](#)

[Game Maker, Security, and Freedom](#)

[Haxe/OpenFL for home game consoles](#)

[An Open Letter on the Future of Flash](#)

[The Future of Flash, Mobile, and Web Games](#)

[The Great 2D Framework Evaluation, Part 3](#)

Haxe/OpenFL tools, libraries and frameworks

[Haxe Game Engine Round Up](#)

[FlashDevelop](#)

[HaxeFlixel](#)

[BabylonHx](#)

[Starling For Haxe](#)

[Starling Framework Demo](#)

[HaxeFlixel Lesson 1_0 - Intro to HaxeFlixel](#)