Part 2 - How Orx works

The are two parts that make up an Orx game. The code and the data configuration.

The Code

Of course, there's code. Orx is for C or C++ developers. With the code you, of course, develop your game, but also you can use configuration data in config files.

The Config

Data Configuration (or config) is one or more text files containing sections with properties and values:

```
[ExampleObject]
Graphic  = ExampleGraphic
Position = (320, 240, 0)
Rotation = 45
```

These sections can be objects, sounds, textures, physics, timelines anything in the Orx subsystem.

You can do an amazing amount in the config with very little code needed. Config is there to help you as much as possible.

Next: Part 3 - Setting up a new game project.

From:
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