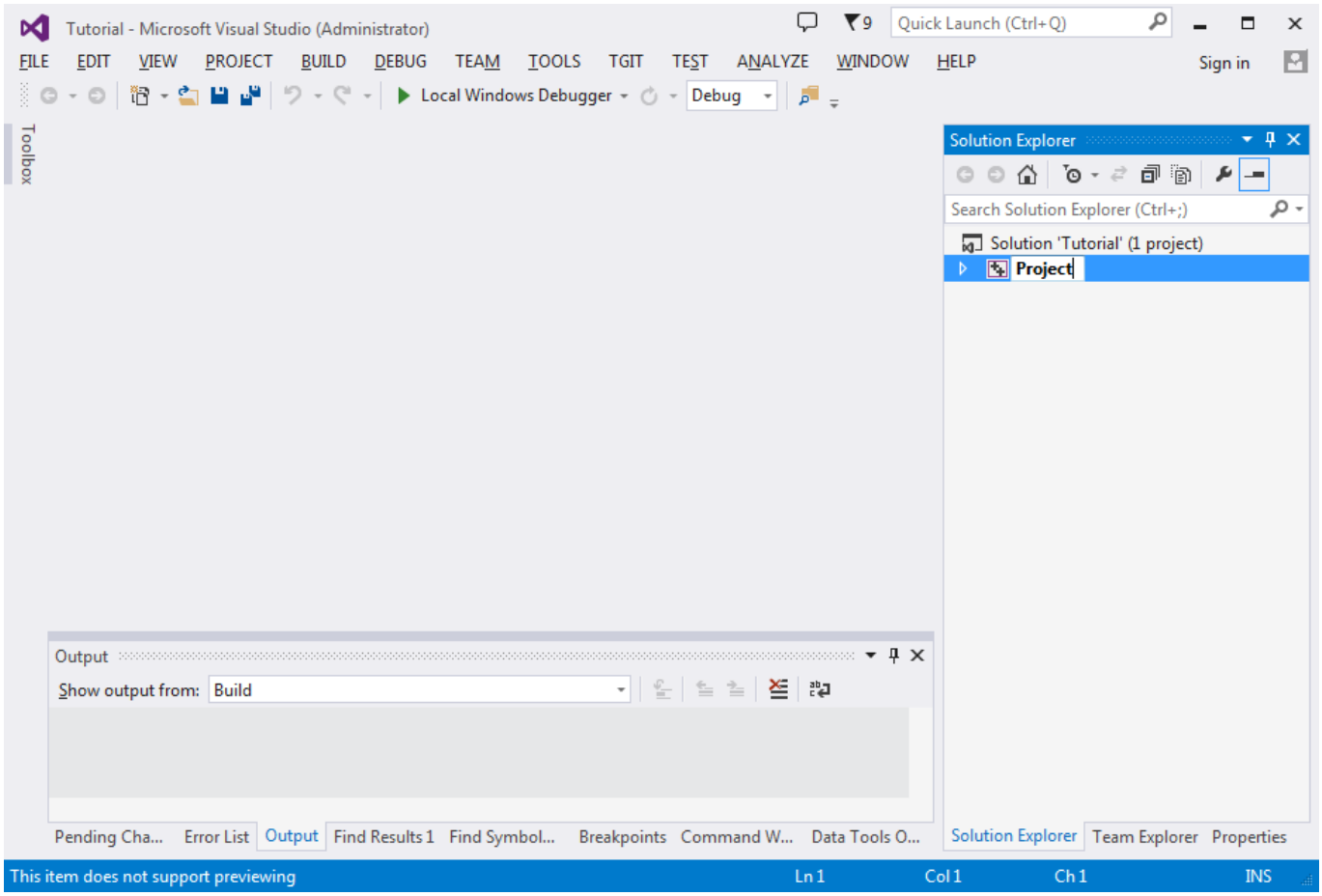
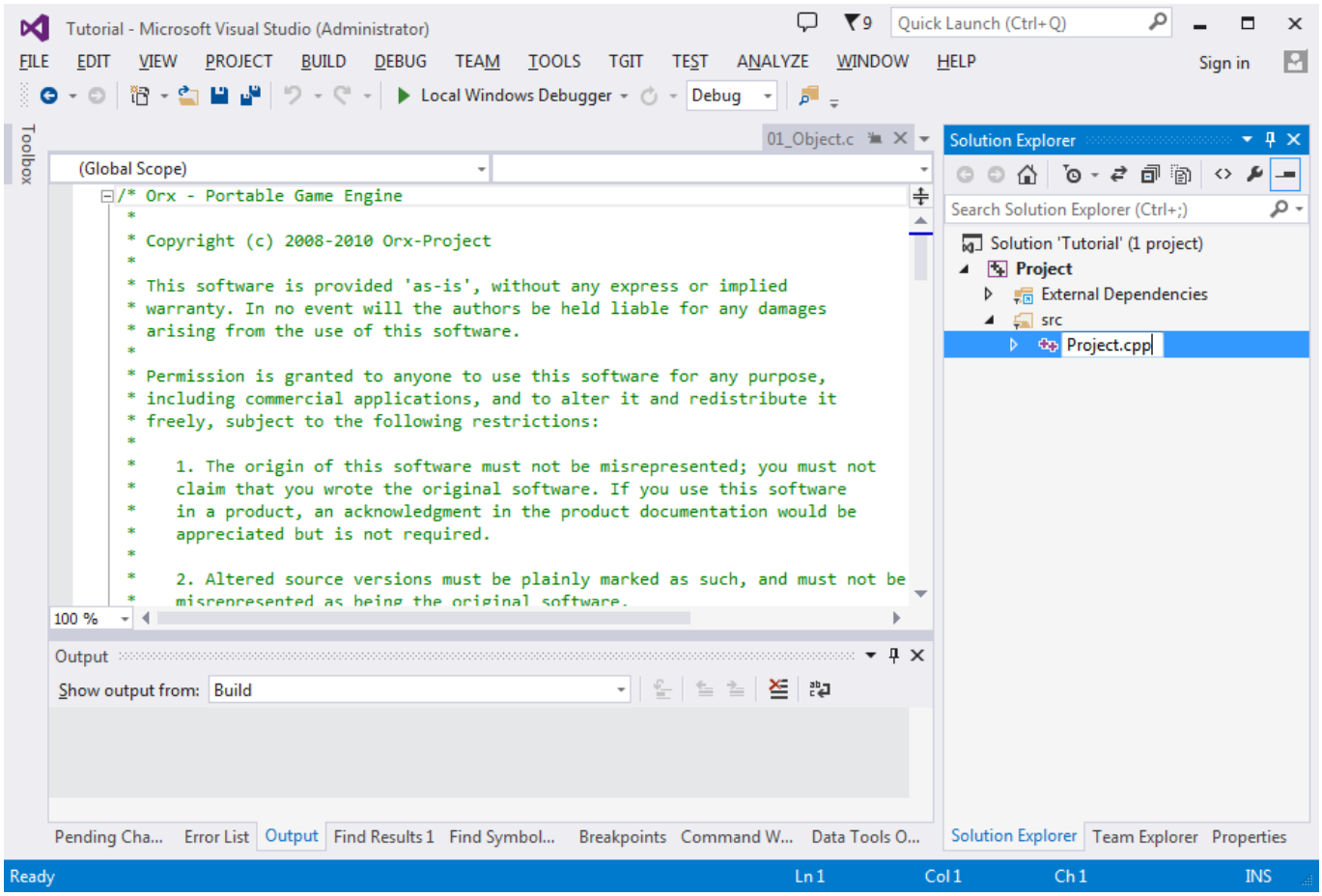
Part 3b – Renaming a project

This is an optional step to rename your project. I'm sure you wouldn't want to all your projects to be called 01_Object would you?

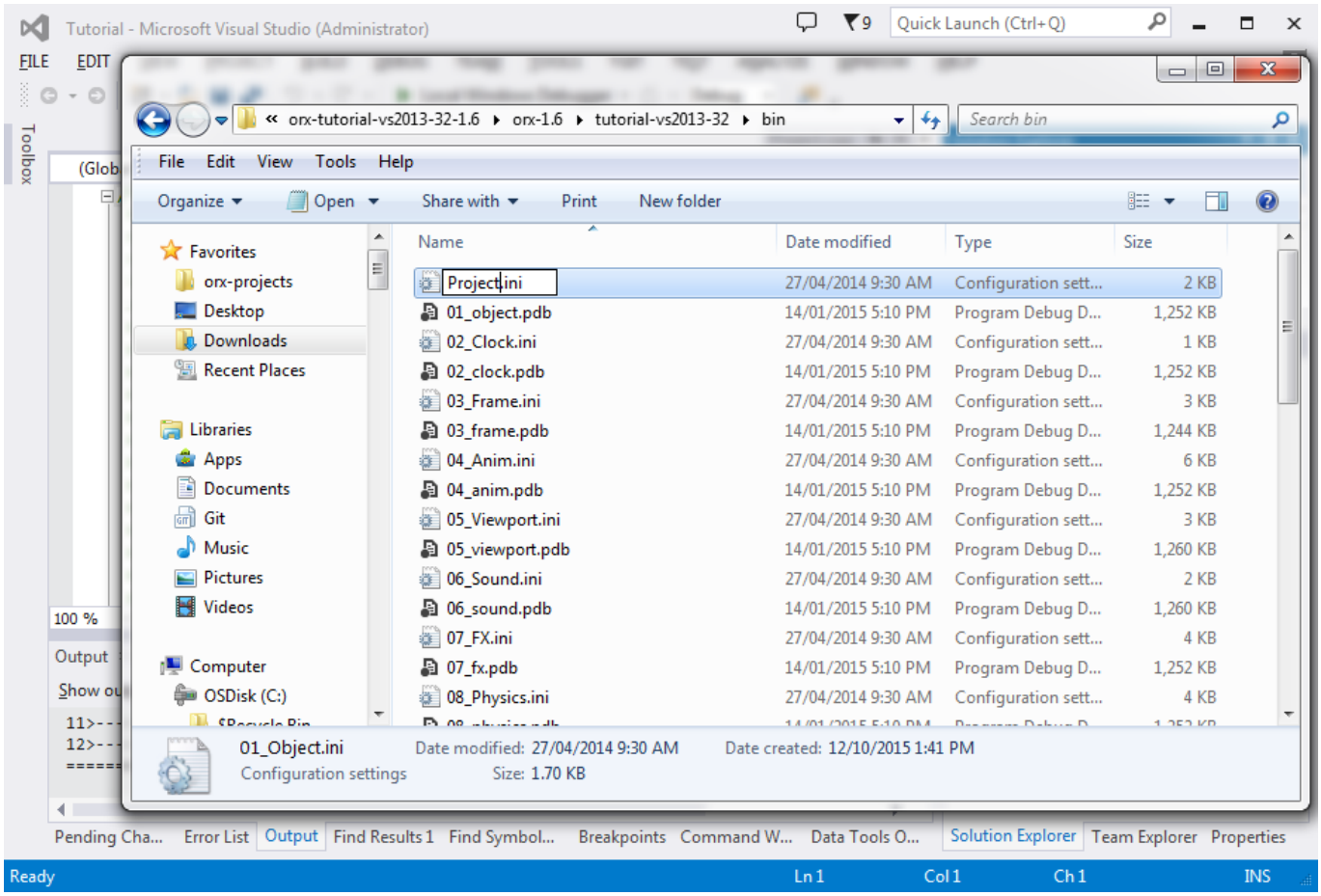
There's a few small steps. Start by renaming the project:



Rename the main source file to Project.c or Project.cpp, depending on which language you are working in. Mostly likely Project.cpp:

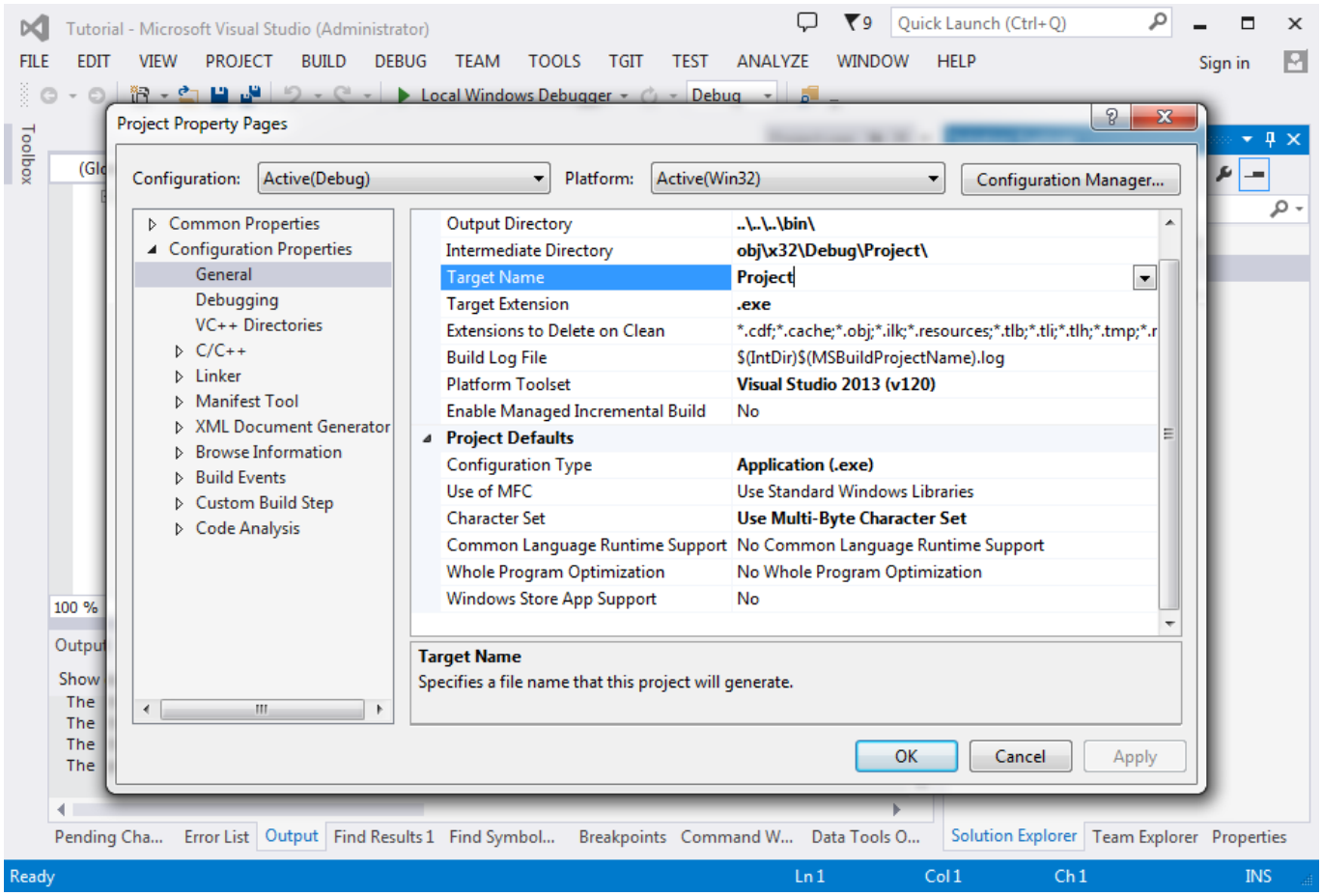


In the bin/ folder, rename the 01_Object.ini to Project.ini:

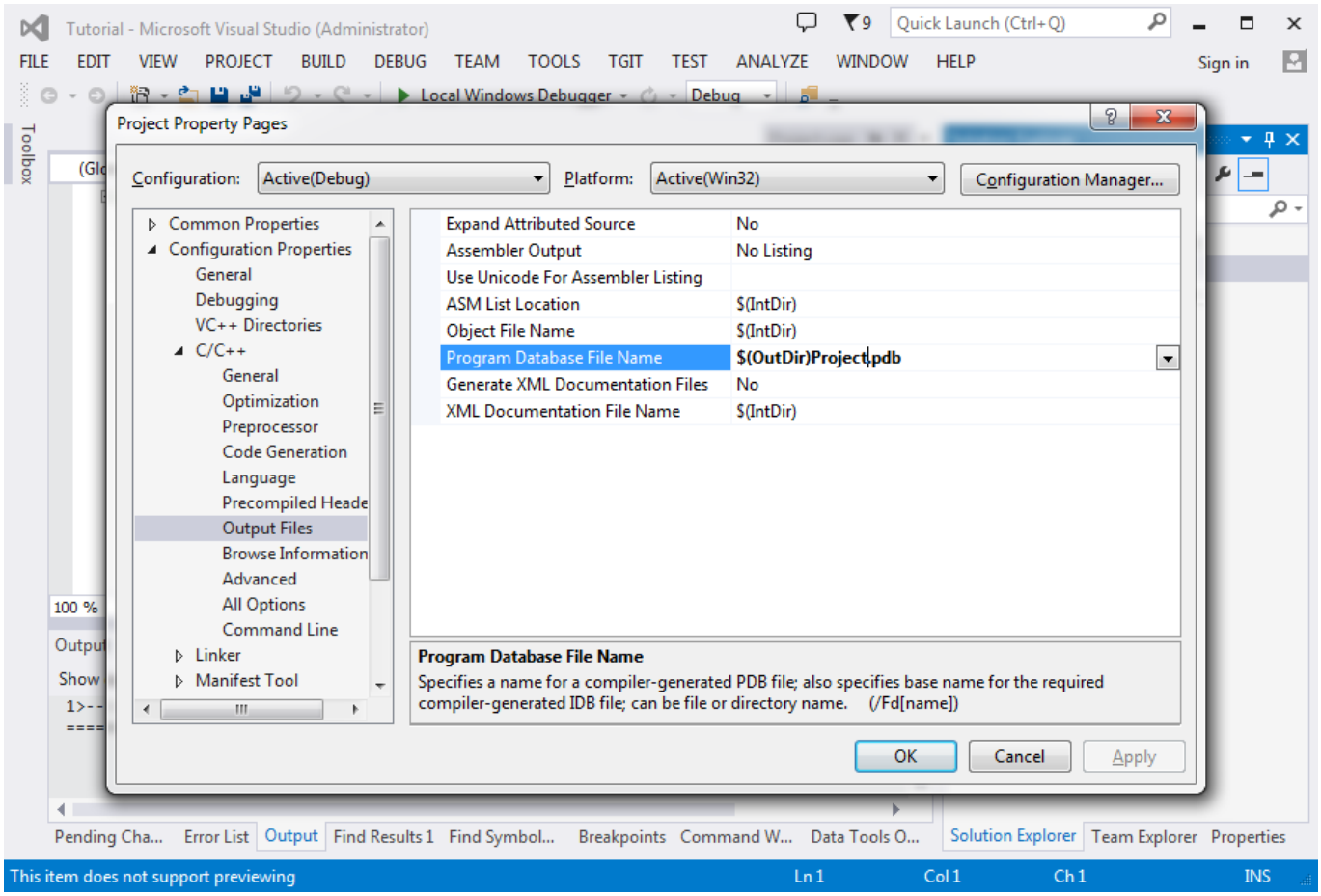


Right click the get to the properties of the “Project” project. Go to General and change the target name to Project and make the Immediate Directory to obj\x32\Debug\Project\

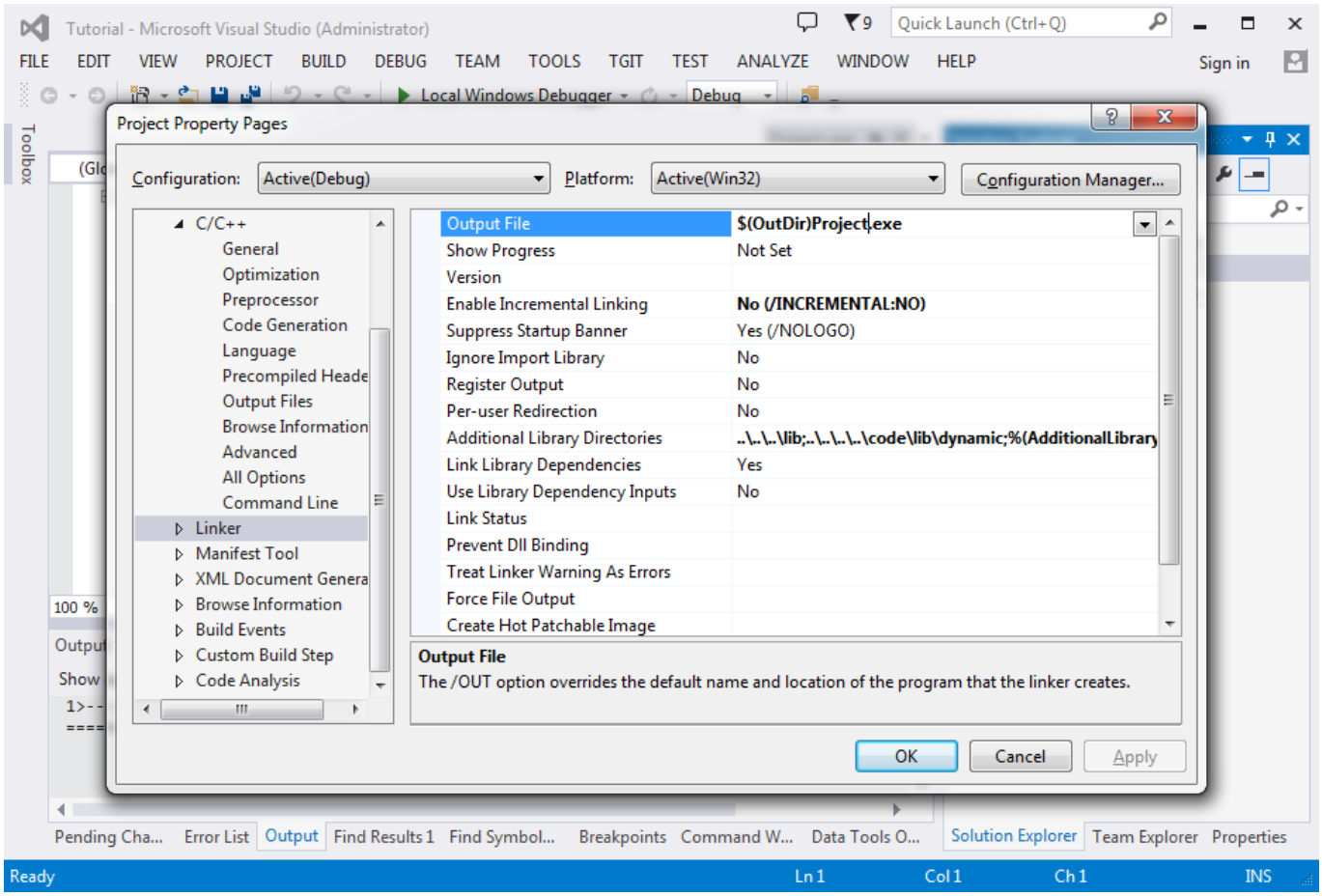
This will ensure the compile step will write its immediate files into the correct obj/ folder:



In the C/C++ Output files section, change “Program Database File Name” to: $(OutDir)Project.pdb so that the debug file will be written to the bin/ folder:



Finally, in the Linker section, change the Output File to: $(OutDir)Project.exe so that the correctly named executable will be written to the bin/ folder:



Give it a quick build and run to ensure that Project.exe is run, get's the config from Project.ini, open a window and displays an object.

Excellent, you are done. Feel free to save a copy of this Solution for use as a template for your later projects.

Now you can continue on to the Step 4, to get a tour of an Orx project.

From:
https://orx-project.org/wiki/ - **Orx Learning**

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