Part 3 - Setting up a new game project

The easiest way to start your own project is to use the `init` script that is provided in the root of the Orx repository.

A lot of effort has gone into ensuring that creating an Orx based project is as simple as possible for all developers from beginners to experienced programmers.

Follow this basic guide to create a project for Orx: Creating your own Orx-based Project using 'init'. Once done, head on back here.

Now that's done, you'll notice a `build` folder. This folder contains all supported IDEs, (and gmake) for your Operating System.

Open the project of your choice and compile. Be sure to choose the desired Build Configuration, and either the 32-bit or 64-bit CPU to build for.

Once compiled, run the program and you'll see the default Orx logo and sound effect:



Excellent. We have a working solution.

Next: A tour of an Orx project.

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- Part 3 – Setting up a new game project
- Part 4 – A tour of an Orx project
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- Part 9 – Physics
- Part 10 – Input Controls
- Part 11 – Running and Standing
- Part 12 – Changing Direction
- Part 13 – Getting our hero to shoot
- Part 14 – FX
- Part 15 – Collision Events.
- Part 16 – Jelly Monsters
- Part 17 – Timeline Tracks
- Part 18 – Exploding Monsters
- Part 19 – The Hero's survival.
- Part 20 – Text and Game Over

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Last update: **2018/06/20 09:55 (6 years ago)**