Part 4 – A tour of an Orx project

Let’s take a close look at all the parts of an Orx project and see how it all fits together, from the code to the building, the executing, and the configuration files.

Source

The source code of your program is located in the src/ folder. A default C or C++ file is generated for you at initialization in this directory.

Executable

The resulting executable is built and sent to the bin/ folder. If your project was called MyGame, the resulting executable would be MyGame.exe in Windows or MyGame on Linux or Mac. Debug builds get a “d” prefix, like MyGamed.exe.ls

Data

The data/ directory contains the non-code files. The subdirectories in data are essential to Orx, in particular the config directory.

Config Files

When the executable is run, it looks for a matching *.ini file in data/config. If your executable was called MyGame.exe, it would load and process the MyGame.ini file. If your executable was called Project.exe, it would load and process the Project.ini file.

This file defines many aspects of your game and can refer to other data, including other config files.

Now that you know all that, it is time to start working on our game.

Next: Beginning with the viewport and the camera.

- Part 1 – Downloading Orx
- Part 2 – How Orx works
- Part 3 – Setting up a new game project
- Part 4 – A tour of an Orx project
- Part 5 – Viewport and the camera
- Part 6 – Objects

- Part 7 – Spritesheets and Animation
- Part 8 – Platforms and Texture Repeating
- 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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