Part 4 – A tour of an Orx project

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

Source

The source of your program is located in the src/ folder.

Executable

The resulting executable is built and sent to the bin/ folder. If your project was called 01_Object, the resulting executable would be 01_Object.exe. If it was called Project, the executable would be Project.exe

Config File

When the executable is run, it looks for a matching *.ini file. If your executable was called 01_Object.exe, it would load and process the 01_Object.ini file. If your executable was called Project.exe, it would load and process the Project.ini file.

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

Next: Beginning with the viewport and the camera.

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- 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
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