

Structure settings

Here are defined all the available config properties that will be recognized by orx for all types of structures.

All these settings can be found in the [CreationTemplate.ini](#) file along with their short descriptions.

Please refer to the [syntax](#) page for more info on how to write config files.

Here's the list of all available structures:

- [Animation](#)
- [Body](#)
- [Joint](#)
- [Camera](#)
- [Clock](#)
- [FX](#)
- [Graphic](#)
- [Object](#)
- [Shader](#)
- [Sound](#)
- [Spawner](#)
- [Text](#)
- [Viewport](#)
- [Timeline Track](#)

From:

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

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https://orx-project.org/wiki/en/orx/config/settings_structure/main?rev=1496130646

Last update: **2025/09/30 17:26 (7 months ago)**

