

Building the Orx library on Linux with Code::Blocks

You can use Code::Blocks on Linux in order to build the Orx library. I will assume that you have covered the step at [coming soon!] to set up a development environment on Linux.

Downloading Code::Blocks for Linux

If you don't have Code::Blocks yet, you can download from here:
<http://www.codeblocks.org/downloads/binaries#linux>

Building Orx

Launch Code::Blocks. If this is the first time you have launched it, you will be asked what compiler to use:



Use Code::Blocks to open the workspace at `orx/code/build/linux/codeblocks`:



Build the default config of Debug and 64-bit by selecting the `Build` workspace menu from the `Build` menu.



Confirm the output of the build to ensure everything built correctly:



Now to change from the `Debug | x64` build to the `Profile | x64` build on the `Workspace` tab:



Then build again:



Finally, switch to the `Release | x64` configuration and build again.

Finding the Orx libraries

These are saved to the `orx/code/lib/dynamic` folder.

Open a terminal window and `cd` to the above folder, or use a file manager.

You can see the `liborx.so`, `liborxd.so` and the `liborxp.so` versions.



Well done. You have compiled the Orx library which can now be used in your own game projects.

Now we are ready to [make a game project of our own](#).

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

Permanent link: https://orx-project.org/wiki/en/orx/linux/building_orx_using_codeblocks_for_linux

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