Getting Started with Orx

This wiki contains tutorials, tips and general information about Orx, a portable, open source and data-driven 2D-oriented game engine.

You are encouraged to contribute to this wiki by adding code samples, tips or any useful information that could help other people with this engine.

Getting Orx and Initial Setup

The latest up to date version of Orx can be cloned from github and set up with:

```
git clone https://github.com/orx/orx.git
```

This is the recommended version of Orx to use.

You'll then need to go through a one-time only, simple setup. For details on this procedure, please see: Cloning Orx from Github and Initial Setup

For troubleshooting help building Orx please see: Troubleshoot Building Orx

Setting up a Development Environment

If you don't have a compiler and editor yet, these guides can help you get started with some choice suitable for Orx. Windows does not need any particular set up.

- Setting up a Development Environment for Windows
- Setting up a Development Environment on Linux
- Setting up a Development Environment for Mac OS X
- Getting Android Studio on Windows



Choosing a compiler and building Orx

- Building the Orx library on Windows with Visual Studio
- Building the Orx library on Windows with Codelite

- Compiling Orx with mingw32/gmake on Windows
- Building the Orx library on Linux with Codelite
- Building the Orx library on Linux with Code::Blocks
- Cloning and building the Orx library on the Mac
- Building the Orx library on a Mac with Codelite
- Building the Orx library on a Mac with Code::Blocks
- Building the Orx Library with Xcode on Mac OS X
- Compiling the Orx Library and Demo Project for Android

For troubleshooting help building Orx please see: Troubleshoot Building Orx



Starting your own Orx based Project

- Creating your own Orx-based Project using 'init'
- Setting up a game project on the Mac

Learning to program with Orx

Beginner's Guide

Our main guide for teaching newcomers how to set up Orx, create a project and write a simple game.

Config system

The config section details what the config system is, what each of the sections and properties are, and how they are used to set up the configuration data in your Orx game or application.

Examples

The examples section provides quick code snippits or reminders of how to use a particular function.

Tutorials

The tutorials section gives you help on a number of topics: animation, game development, compiling Orx, setting up projects, tips and techniques.

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