(Australian Eastern Daylight Savings Time! GMT+11) ~~Okay as of 6:25pm 10/01/2011 AEDST time this page is work-in-progress.~~ 12/01/2011 - 10am. Initial work done, all basic steps in place, cleanup and reasoning text/explanations due soon.

Creating everything on a linux virtual machine, running Linux Mint.

Download file is orx-dev-linux-1.2.tar.bz2 (orx-dev-linux-*)

project root directory will be: ~/MyProject/

(For those who don't know, ~ refers to the HOME directory of the current user, so in this tutorial, my files will exist at /home/grey/MyProject/)

grab /bin/, /include/ and /lib/ from inside archive (under <archive>/orx-1.2/dev-linux/)

Please be aware, the files inside the archive are built with an older version of GCC and G++, so they will be incompatible with current releases. (And you are certain to get an error when attempting to link against them in this case.) I am not sure if Iarwain was planning on updating the 1.2 release, if not, you may be required to build all the required files from the SVN yourself.

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

Permanent link:
https://orx-project.org/wiki/en/orx/tutorials/setup_cl?rev=1294785695

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