

Building the Orx library on Linux with Codelite

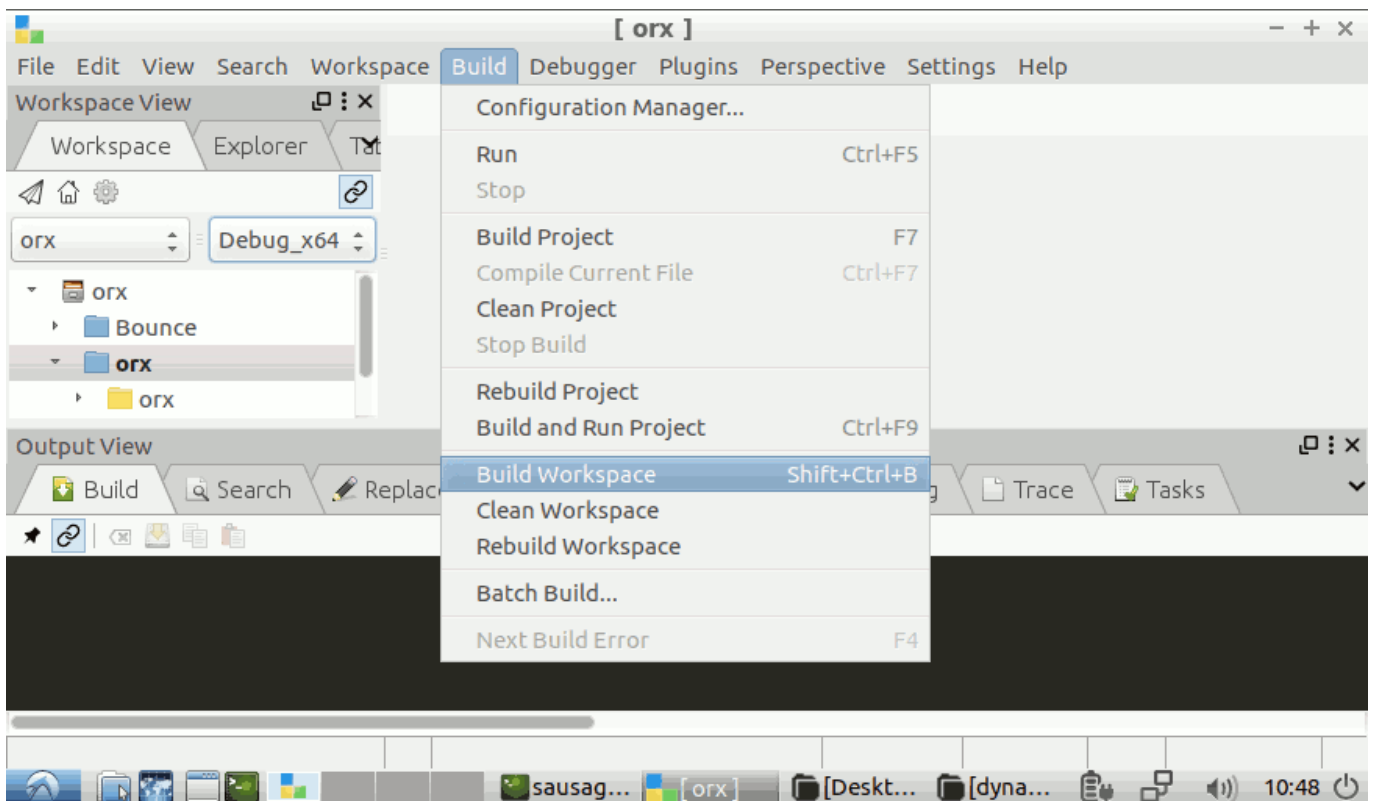
You can use Codelite on Linux in order to build the Orx library. I will assume that you have covered the step at [Cloning Orx from Github](#). If not, please do that to ensure you have Orx.

Downloading Codelite for Linux

If you don't have Codelite yet, you can download from here: <https://downloads.codelite.org>

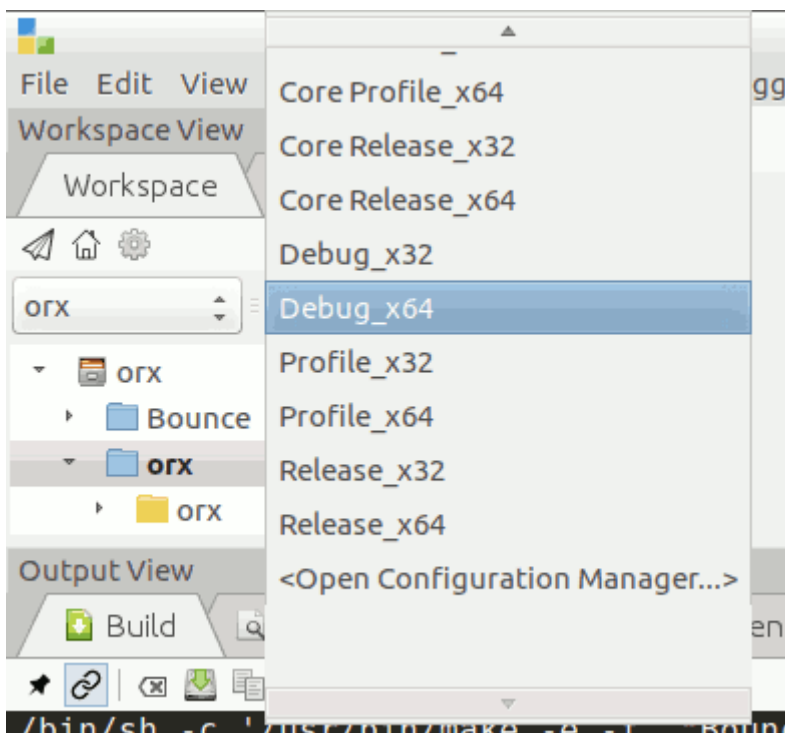
Use Codelite to open the Orx workspace at `orx/code/build/linux/codelite`:

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

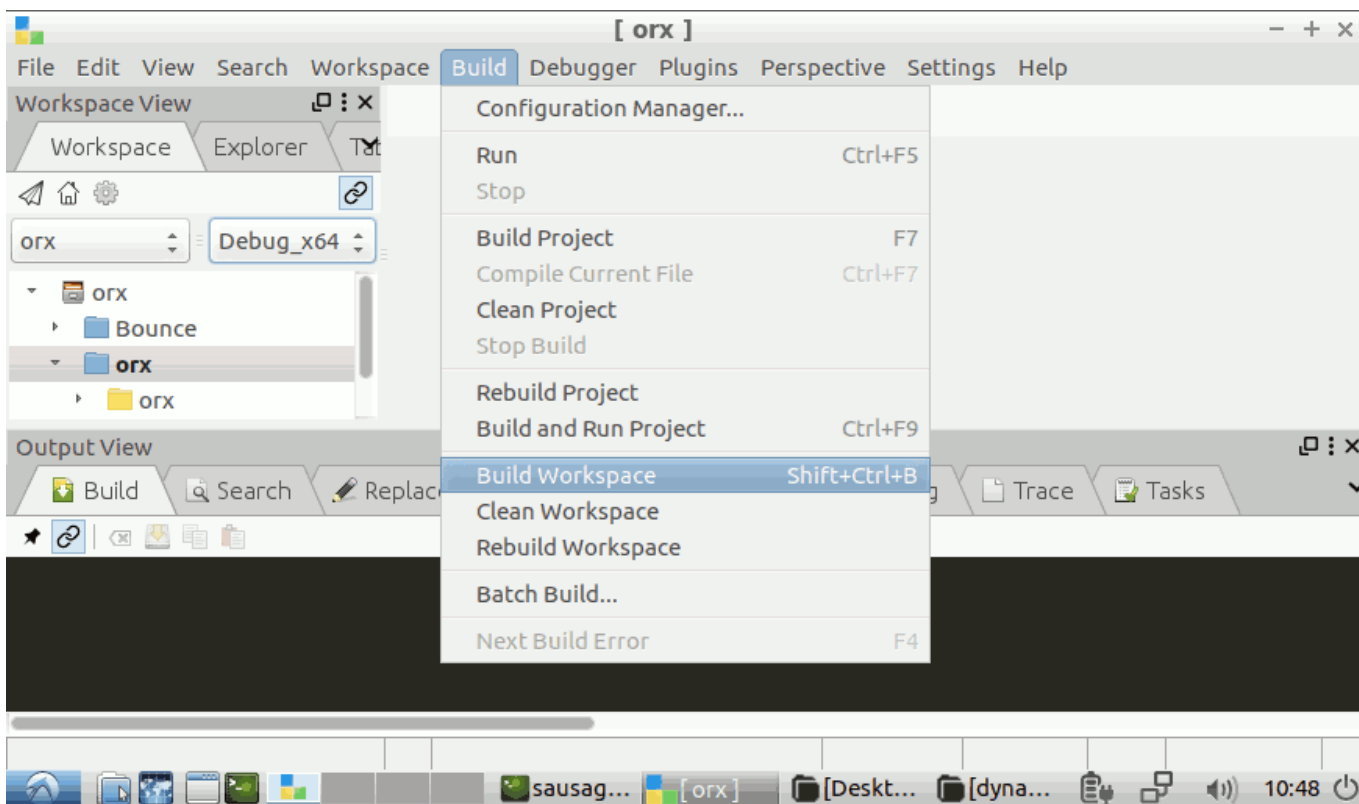


Confirm the output pane of the build to ensure everything built correctly.

Now to change from the Debug_x64 build to the Profile_x64 build on the Workspace tab:



Then build again:



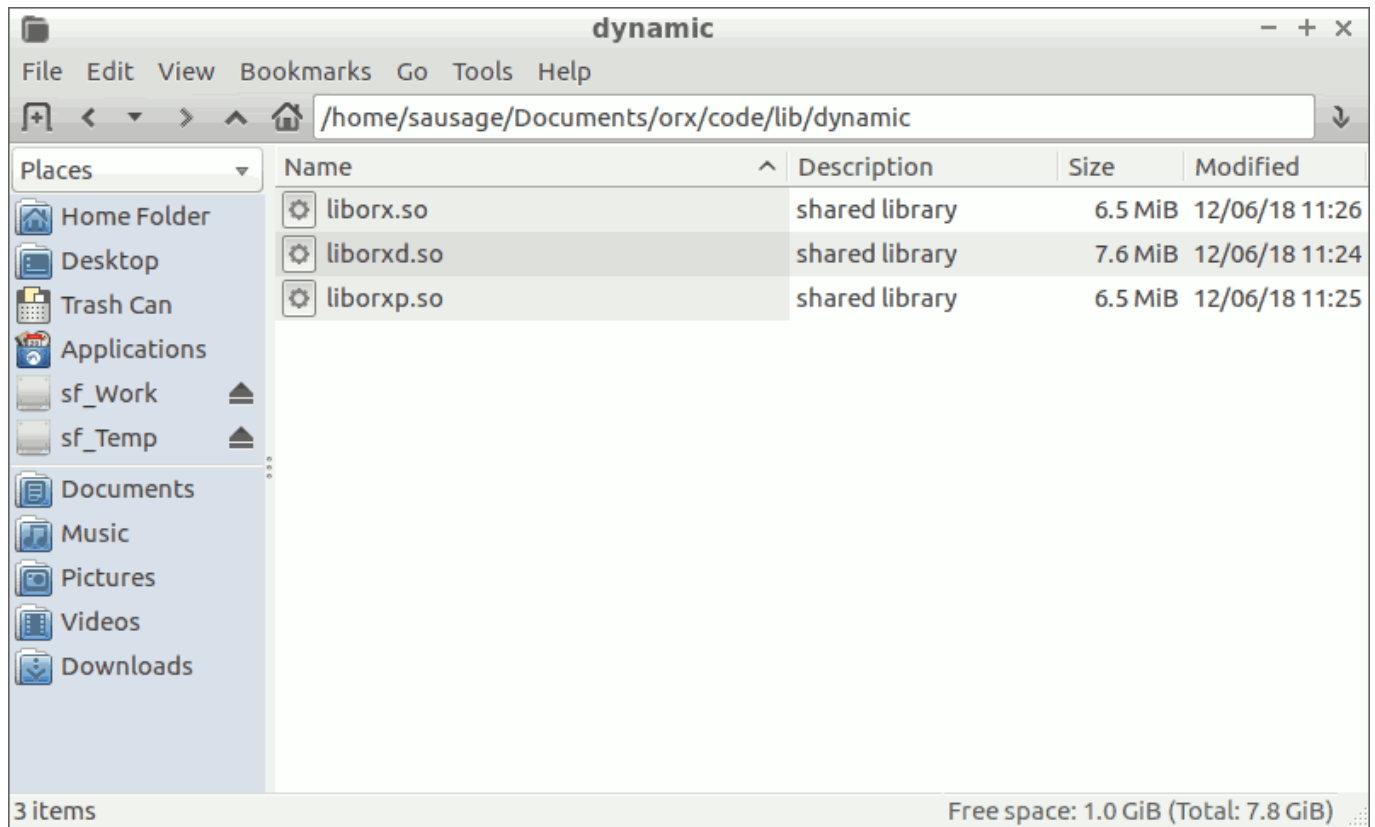
Finally, switch to the Release_x64 configuration and build again.

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/tutorials/orx/linux/building_orx_with_codelite_on_linux

Last update: **2020/08/31 05:28 (6 months ago)**

