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Compiling the Orx library with Codelite for Linux

This guide assumes that you have cloned Orx from github and that the setup.sh script has been automatically run. You will receive a notice when the script completes that states:

```
== IMPORTANT - Make sure the following libraries are installed on your
system:
==[ freeglut3-dev ]
==[ libsndfile1-dev ]
==[ libopenal-dev ]
==[ libxrandr-dev ]
```

Install development libraries

On linux, these dev libraries are sometimes missing from fresh installs. Or you might have only 64-bit or 32-bit versions of the following libraries. You'll need to add them using your favourite package manager (apt, yum, pacman, rpm etc...). In order to get the 64-bit libraries using something like Ubuntu:

- apt-get install freeglut3-dev
- apt-get install libsndfile1-dev
- apt-get install libopenal-dev
- apt-get install libxrandr-dev

And, if you want to distribute your game or application more widely, you might want to consider compiling on 32-bit. For that you'll need to install the 32-bit versions to your linux machine with:

- apt-get install freeglut3-dev:i386
- apt-get install libsndfile1-dev:i386
- apt-get install libopenal-dev:i386
- apt-get install libxrandr-dev:i386

For other linux flavours, like Fedora, use the appropriate package manager command.

It seems that installing one version of the libraries, means automatically removing the other. I will update this document when I find a nice easy solution for having both on the same machine.

Finding the Codelite Workspace (project)

In the following folder you will find the Codelite project to build the Orx library and Demo program:

```
/orx/code/build/linux/codelite/
```

If for any reason the codelite folder is missing or you removed it, all the tools to regenerate it are available to you. This guide can help you do this.

Loading the Codelite Workspace

Open Codelite and choose “Open Workspace”. Select the one at:

```
/orx/code/build/linux/codelite/orx.workspace
```

You can select from the following configurations to build Orx libraries under 32-bit:

- Debug_x32
- Profile_x32
- Release_x32

In the same way, to compile Orx libraries for 64-bit:

- Debug_x64
- Profile_x64
- Release_x64

When you compile all three configurations, you will see the following files in the /orx/code/lib/dynamic/ folder:

- liborx.so
- liborxd.so
- liborxp.so

And you have the three Orx libraries ready for use in your own projects.

The Orx Demo

Not only are the Orx libraries built when you compile, but also the Orx demo can be found at:

```
/orx/code/bin/
```

There are three versions of the executable as:

- orx
- orxd

- orxp

Run one to play with the demo.

That's it.