> 💡 Marked for removal. Content is being broken up.

Compiling the Orx library 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. You need multi-arch to be able to compile both 32 and 64-bit versions. If you are interested in doing this, go to: Setting up a Development Environment on Linux

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.

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

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Last update: **2020/08/31 06:38 (5 years ago)**