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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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