Building the Orx library on a Mac with Code::Blocks

You can use Code::Blocks on a Mac in order to build the Orx library. I will assume that you have covered the step at Cloning and building the Orx library on the Mac but have come here because you would rather use Code::Blocks than gmake.

Downloading Code::Blocks for Mac

If you don't have Code::Blocks yet, you can download from here:
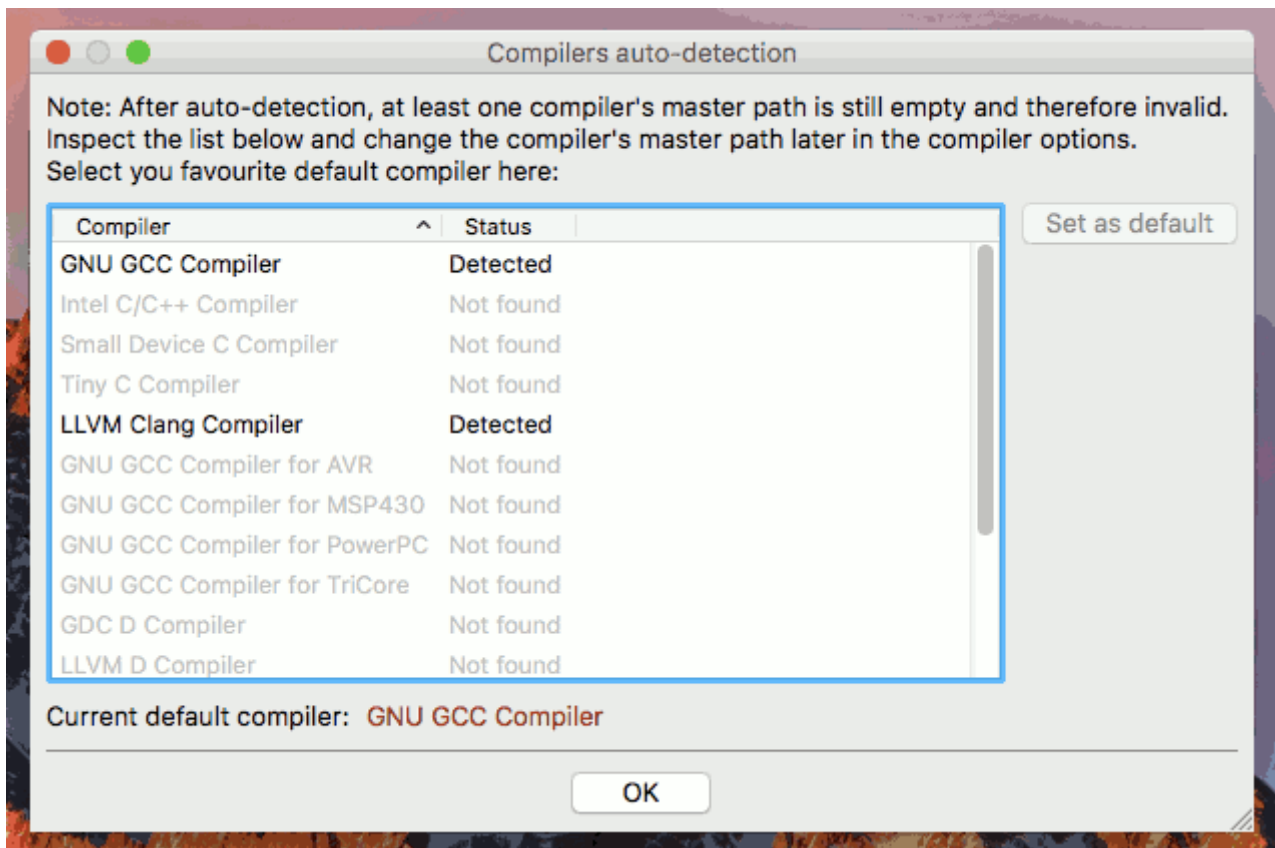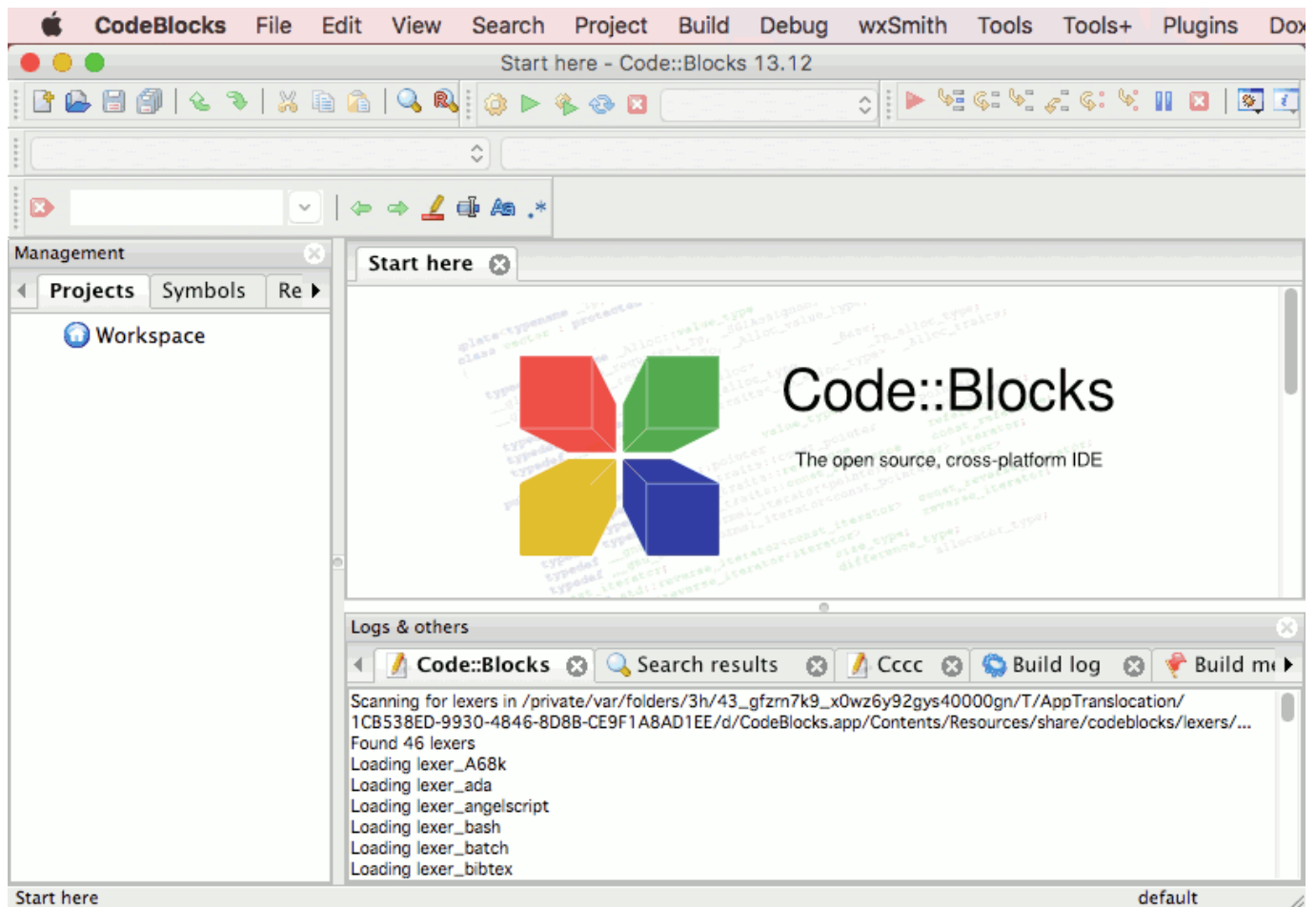http://www.codeblocks.org/downloads/binaries#mac

> Unlike Codelite, Code::Blocks version 13.12 (the last from 2013) will happily work on all versions of Mac OS X. If you don't want to upgrade your OS to try Codelite, try Code::Blocks instead.
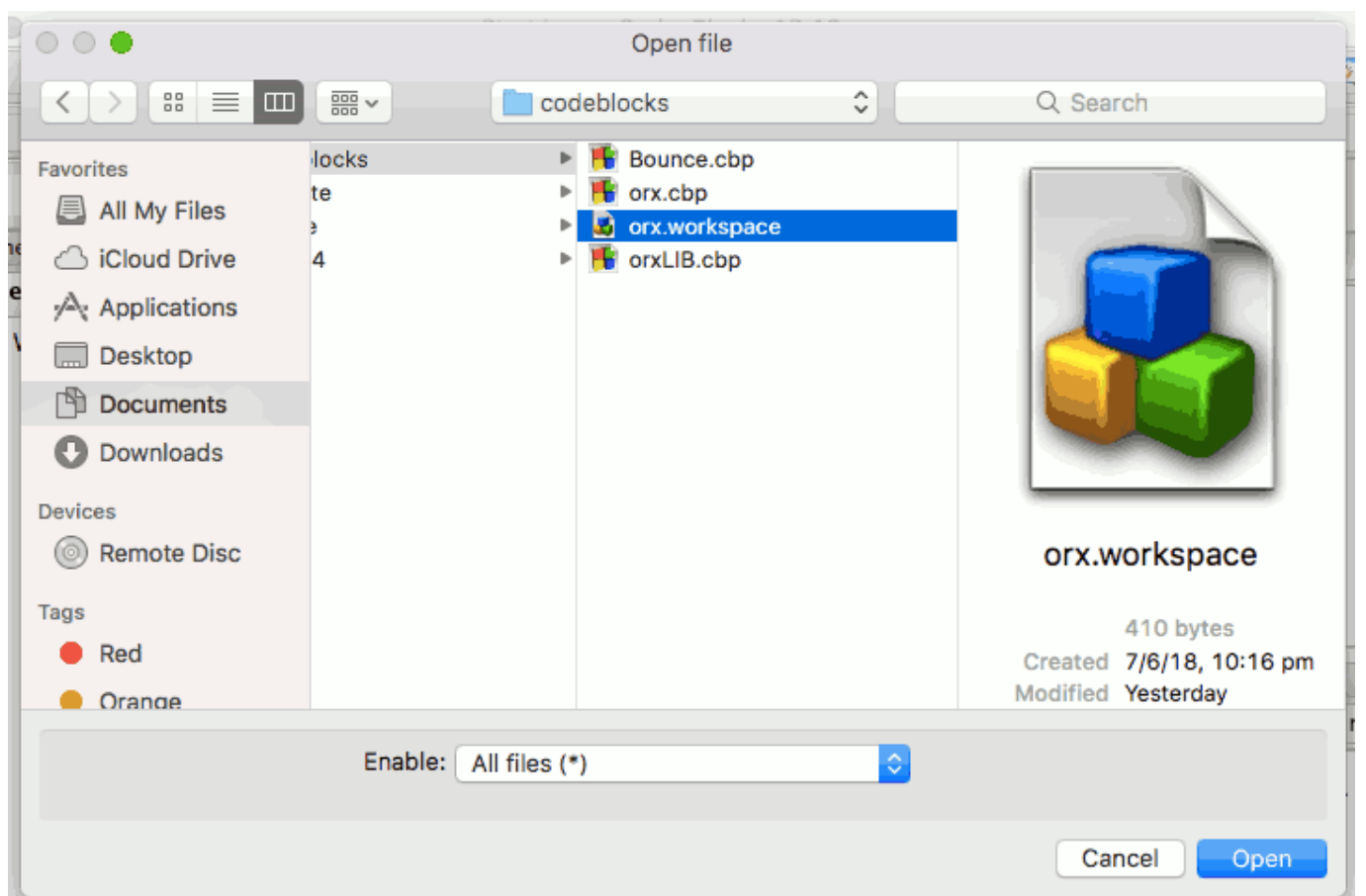
Building Orx

Launch Code::Blocks. If this is the first time you have launched it, you will be asked what compiler to use:

Both compilers listed will alias back to the same one on the Mac. So you can just pick the LLVM if you wish.
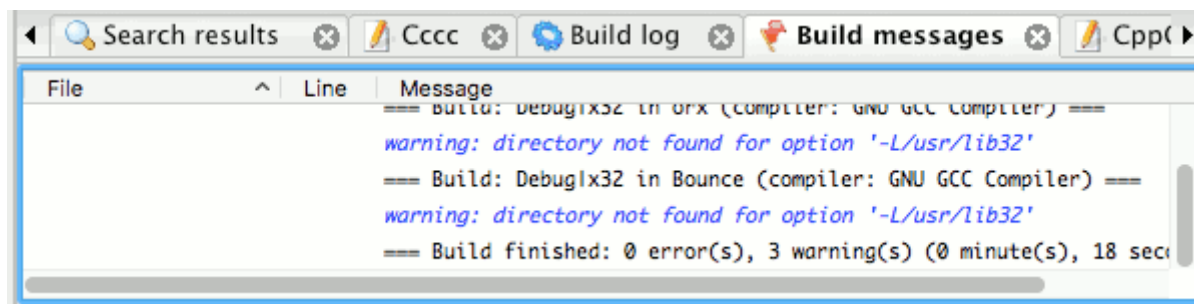
Use Code::Blocks to open the workspace at `orx/code/build/mac/codeblocks`:

Build the default config of Debug by selecting the `Build Workspace` menu from the `Build` menu.

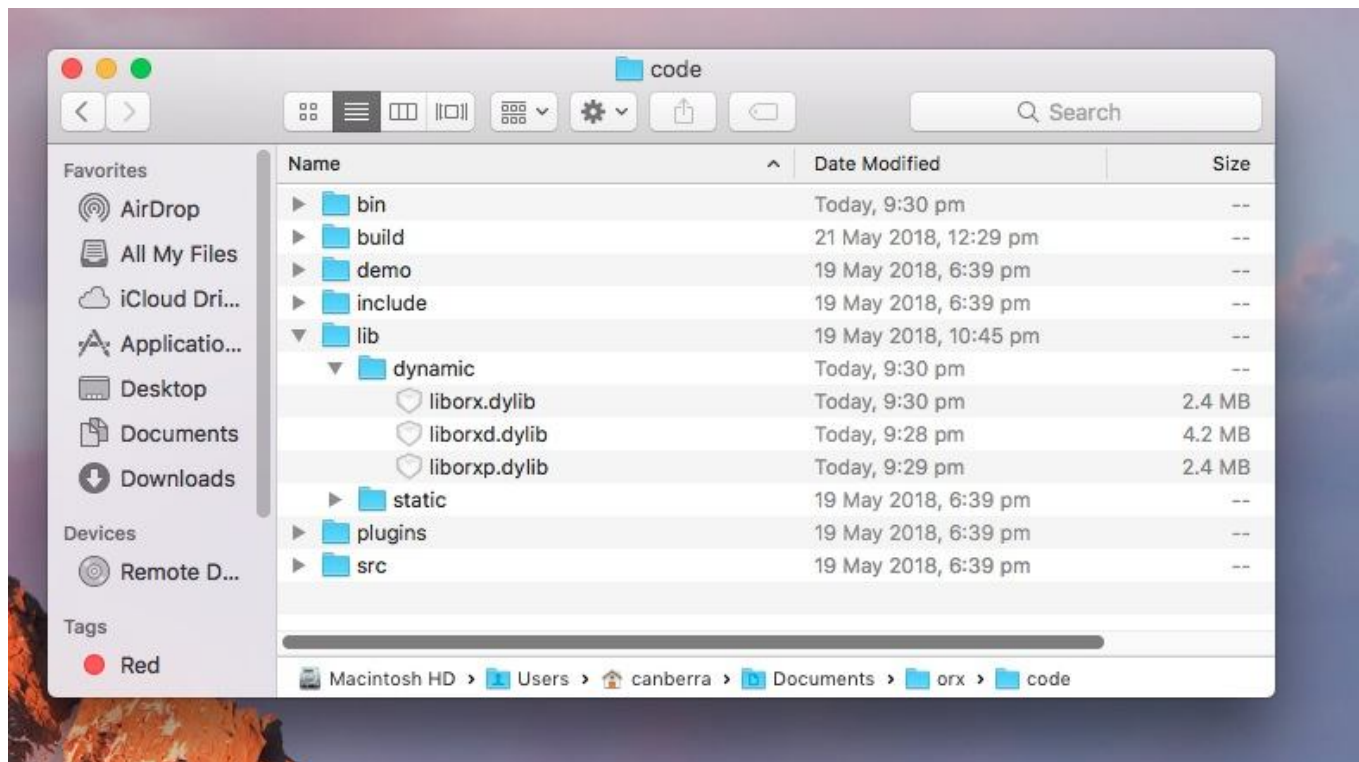Confirm the output of the build to ensure everything built correctly:

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 our Orx libraries

These are saved to the `orx/code/libs/dynamic` folder. Use finder to take a look at the output:

You can see the `liborx.dylib`, `liborxd.dylib` and the `liborxp.dylib` 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/mac/building_orx_using_codeblocks_for_mac

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