## Logging all Structures to a Tree

The Data Configuration feature of Orx makes it simple to build up a complex scene or object with minimal code. All these items are defined in various ini files however the developer chooses to arrange them.

Orx provides a nice way to display a tree view of your Orx objects currently in game, and what structures make them up.

Let's say you had a robot made up of several Objects, Graphics, Bodies and Textures. Also there is a Viewport and Camera:

```
[MainViewport]
Camera = MainCamera
[MainCamera]
Position = (0.0, 0.0, -1.0)
[RobotGraphic]
Texture = robot-inside.png
[Robot]
Graphic = RobotGraphic
ChildList = LeftWheel # RightWheel # WeaponObject
Body = RobotBody
[RobotBody]
PartList = RobotBodyPart
[RobotBodyPart]
Type = box
[WeaponGraphic]
Texture = weapon.png
[WeaponObject]
Graphic = WeaponGraphic
Body
      = WeaponBody
[WeaponBody]
PartList = WeaponBodyPart
[WeaponBodyPart]
Type = box
Solid = true
```

The robot would be created in-game with:

```
orxObject_CreateFromConfig("Robot);
```

Use the following command to log out all the current Structures live in your game:

```
orxStructure_LogAll();
```

In your console window, a coloured tree will be displayed:

```
×
C:\Work\orx-projects\robot-experiments\bin\robot-experimentsd.exe
   BEGIN STRUCTURE LOG ***
[ROOT]
                       "MainViewport"
                         "MainCamera"
                       "Robot"
   OBJECT
     -OBJECT
                           "LeftWheelBody"
      +-BODY
                           "WheelGraphic
       -GRAPHIC
     OBJECT
      +-BODY
        GRAPHIC
                             "weapon.png
          TEXTURE
                           "RightWheelBody"
        GRAPHIC
                           "WheelGraphic'
          TEXTURE
                             "wheel.png"
      GRAPHIC
                           "robot-inside.png"
        TEXTURE
      TEXTURE
                         "default"
   END STRUCTURE LOG ***
```

Also, in your game log file, the same output would be generated:

```
*** BEGIN STRUCTURE LOG ***
[R00T]
  +-VIEWPORT
                      "MainViewport"
[0001000000000014]
  | `-CAMERA
                        "MainCamera"
[000200000000000C]
  +-OBJECT
                      "Robot"
[000100000000000F]
                        "RobotBody"
  | +-B0DY
[0002000000000001]
                        "LeftWheel"
  | +-OBJECT
[000100010000002F]
                          "LeftWheelBody"
  [0002000100000021]
  | | `-GRAPHIC
                          "WheelGraphic"
[0002000100000025]
                        "WeaponObject"
  | +-OBJECT
```

```
[000100030000006F]
  "WeaponBody"
[0002000300000061]
  | | `-GRAPHIC
                         "WeaponGraphic"
[0002000300000065]
  | | `-TEXTURE
                           "weapon.png"
[00010005000000B3]
  | +-OBJECT
                       "RightWheel"
[000100020000004F]
  | | +-BODY
                         "RightWheelBody"
[0002000200000041]
  | | `-GRAPHIC
                         "WheelGraphic"
[0002000200000045]
  | | `-TEXTURE
                            "wheel.png"
[0002000400000093]
  | `-GRAPHIC
                       "RobotGraphic"
[0002000000000005]
     `-TEXTURE
                         "robot-inside.png"
[0001000300000073]
  | `-TEXTURE
                       "default"
[0002000200000053]
*** END STRUCTURE LOG ***
```

This is very handy for getting a nice overview of your structure layout for debugging or comparison.

## From:

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

Permanent link:

https://orx-project.org/wiki/en/tutorials/tools/structure\_logall

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