

# 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
```

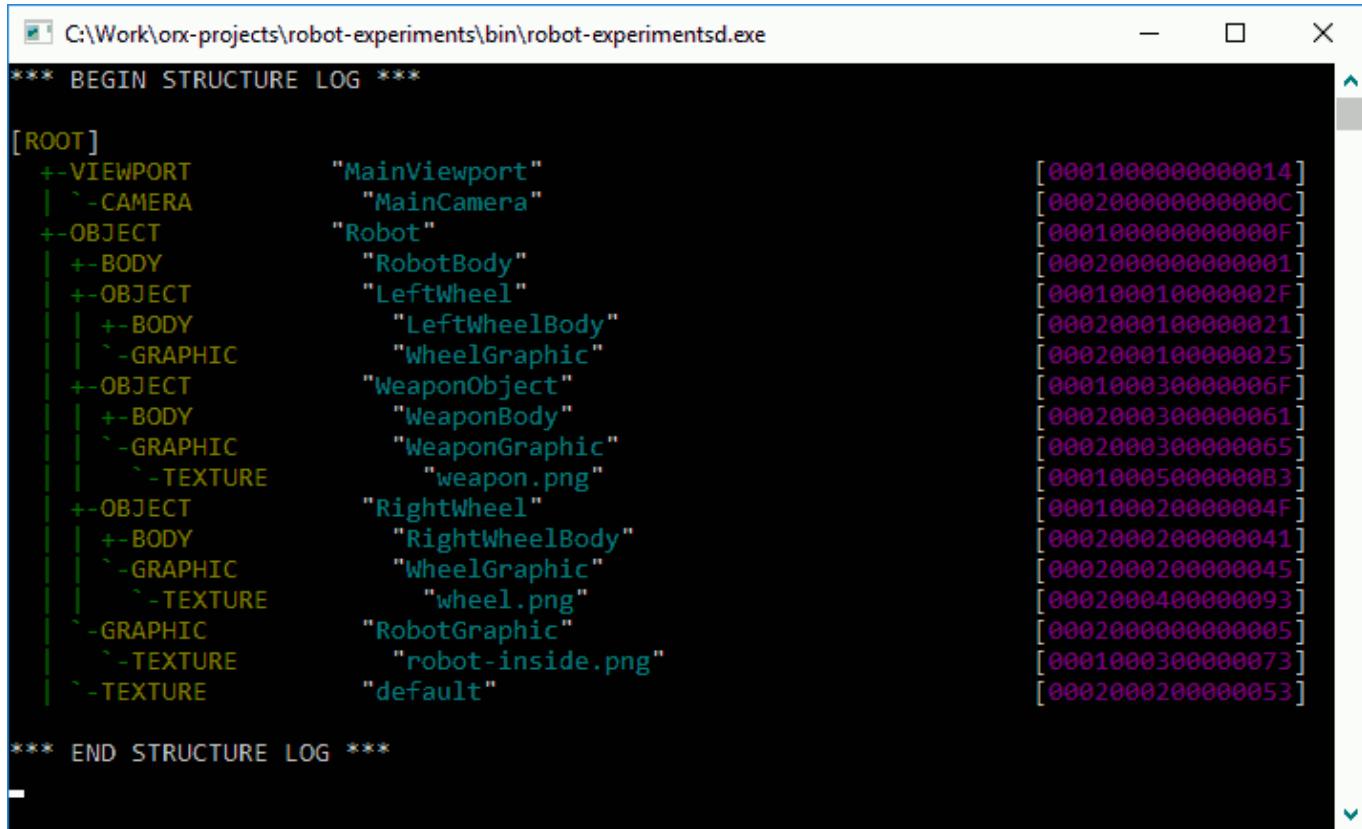
The robot would be created in-game with:

```
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:



```
*** BEGIN STRUCTURE LOG ***

[ROOT]
+-VIEWPORT      "MainViewport"          [0001000000000014]
| `--CAMERA     "MainCamera"           [000200000000000C]
+-OBJECT        "Robot"                [000100000000000F]
| +-BODY         "RobotBody"           [0002000000000001]
| +-OBJECT      "LeftWheel"           [000100010000002F]
| | +-BODY       "LeftWheelBody"       [0002000100000021]
| | `--GRAPHIC   "WheelGraphic"        [0002000100000025]
| +-OBJECT      "WeaponObject"        [000100030000006F]
| | +-BODY       "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 ***
```

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

```
*** BEGIN STRUCTURE LOG ***

[ROOT]
+-VIEWPORT      "MainViewport"
[0001000000000014]
| `--CAMERA     "MainCamera"
[000200000000000C]
+-OBJECT        "Robot"
[000100000000000F]
| +-BODY         "RobotBody"
[0002000000000001]
| +-OBJECT      "LeftWheel"
[000100010000002F]
| | +-BODY       "LeftWheelBody"
[0002000100000021]
| | `--GRAPHIC   "WheelGraphic"
[0002000100000025]
```

```
| +-OBJECT          "WeaponObject"
[000100030000006F]
| | +-BODY          "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**

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