配置

本部分专注于orx的配置系统Orx是一个开源、跨平台、轻量、数据驱动及2D游戏引擎。

简介

配置系统是Orx的核心模块之一。它是使得Orx成为一个数据驱动游戏引擎的主要模块。
它是需要学习的最重要的模块之一，因为它可以在运行中调整和修改。
当你习惯它以后，你的开发时间将会大大地缩短。

它的格式和 INI 文件中的基本一致。但是添加了一些如同继承和重载的概念。 同时也添加了一些特别的操作符[1]将会在 语法部分中介绍。

General information

When orx is initialized, it will use the executable name to deduce the main config file name.
Basically it will remove the extension from your executable name, if any, and add the `.ini` extension.
If you're using orx launcher (`orx.exe/orx`), the main config file will be orx.ini.
In the same way, if your program is called `MyNewGame.exe`, the main config file that will be loaded when orx is initialized will the `MyNewGame.ini`.

In that file you can include as many other config files [2] you want.
You can also load config files directly in code.

```
orxConfig_Load("MyConfigFile.cfg");
```

Once a config file is loaded, accessing its information will be done in memory, the file won't be read from disk again unless specifically asked with calls to `orxConfig_Load()` or `orxConfig_ReloadHistory()`.

You can even save the content of the config to a file, either completely or partially. Here's the function you need to call in order to do so:

```
orxConfig_Save("MyConfigFile.cfg", bEncrypt, MySaveFilter);
```

`MySaveFilter` is a callback that will be called for every section and every key to let you decide if you want to save this info to the file or not.
If you pass `orxNULL` instead of a valid callback, every single key/value pair will be saved.
Please note that the original comments of originally loaded files won't be saved as they're ignored during the loading and never stored in memory.

In your `MySaveFilter` callback, when provided with a name for a section and `orxNULL` as a key, it is for you to decide if you want to save some parts of this section (by returning `orxTRUE`) or if you'd rather skip the whole section completely (by returning `orxFALSE`).
In the first case, you will then be asked for each key/value pair of this section if you want to save it or not.

This filter system is very handy when you want to save partial data, like for handling save games as you'll see in the savegame section.

You can find the config module API in doxygen format via orx's doxygen doc page or directly here. We believe the API is self explanatory and shouldn't be much troublesome to learn.

Config's module use, data-wise, is thoroughly described in below sections.
The last section shows how to adapt it for handling save games.

There are many ways in which the config module can be helpful: for example, it already is the base for the localization module.

It's now up to you to find other clever ways of using it depending on your needs. 

Sections

- Syntax
- Orx's main settings
- Orx's structures settings
- Encryption & orxCrypt program
- Using config module for savegames

1)
例如，为了处理list□random或者包含文件
2)
with any kind of extension, `.ini` isn't mandatory

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

Permanent link:
https://www.orx-project.org/wiki/cn/orx/config/main?rev=1281011271

Last update: **2025/09/30 17:26 (14 months ago)**