Part 1 - Downloading Orx

To make any games based on Orx, we first need the Orx Library. And to get the library, we need to clone the Orx repository.

To clone Orx, follow this guide: Cloning Orx from Github. This guide will also explain what happens when Orx is cloned and the various features set up on your system to make things easy for you. Once done cloning Orx, head back here.

Building the Orx Library with your favourite OS and IDE

Now to build the Orx Library. Follow the steps below to choose your IDE and build Orx:

Setting up a Development Environment

If you don't have a compiler and editor yet, these guides can help you get started with some choice suitable for Orx. Windows does not need any particular set up.

- Setting up a Development Environment for Windows
- Setting up a Development Environment on Linux
- Setting up a Development Environment for Mac OS X
- Getting Android Studio on Windows



Choosing a compiler and building Orx

- Building the Orx library on Windows with Visual Studio
- Building the Orx library on Windows with Codelite
- Compiling Orx with mingw32/gmake on Windows
- Building the Orx library on Linux with Codelite
- Building the Orx library on Linux with Code::Blocks
- Cloning and building the Orx library on the Mac
- Building the Orx library on a Mac with Codelite
- Building the Orx library on a Mac with Code::Blocks
- Building the Orx Library with Xcode on Mac OS X
- Compiling the Orx Library and Demo Project for Android

For troubleshooting help building Orx please see: Troubleshoot Building Orx



Starting your own Orx based Project

- Creating your own Orx-based Project using 'init'
- Setting up a game project on the Mac

Now you have your own Orx Library, and Development Environment, you have all you need to stat making games.

Next: Take a high level look at How Orx works.

- Part 1 – Downloading Orx
- Part 2 – How Orx works
- Part 3 – Setting up a new game project
- Part 4 – A tour of an Orx project
- Part 5 – Viewport and the camera
- Part 6 – Objects
- Part 7 – Spritesheets and Animation
- Part 8 – Platforms and Texture Repeating
- Part 9 – Physics
- Part 10 – Input Controls
- Part 11 – Running and Standing
- Part 12 – Changing Direction
- Part 13 – Getting our hero to shoot
- Part 14 – FX
- Part 15 – Collision Events.
- Part 16 – Jelly Monsters
- Part 17 – Timeline Tracks
- Part 18 – Exploding Monsters
- Part 19 – The Hero's survival.
- Part 20 – Text and Game Over

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

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