Part 3b - Renaming a project

This is an optional step to rename your project. I'm sure you wouldn't want to all your projects to be called 01_Object would you?

There's a few small steps. Start by renaming the project:



Rename the main source file to Project.c or Project.cpp, depending on which language you are working in. Mostly likely Project.cpp:

Last update: 2018/02/14 00:47 (7 years ago) en:guides:beginners:renaming_a_project https://www.orx-project.org/wiki/en/guides/beginners/renaming_a_project



In the bin/ folder, rename the 01_Object.ini to Project.ini:

M	Tutorial	- Microsoft Visual Studio (Adminis	strator)	🖓 🔨 Quick	Launch (Ctrl+Q)	P _	□ ×
<u>F</u> ILE	EDIT	has been been been	have well have any	aller a lateral a	8-7	_ 0	x
G	- O	00	 Long Western Delegant - C - 1 	the Part			
J		😋 🔵 🗢 📕 « orx-tutorial-	vs2013-32-1.6 • orx-1.6 • tutorial-vs201	3-32 ▶ bin 🔻 😽	Search bin		Q
el el	(Glob	File Edit View Tools	Help				
X	E,	Organize 🔻 🧾 Open 🔻	Share with 🔻 Print New fol	der			0
		🔶 Favorites	Name	Date modified	Туре	Size	-
		퉬 orx-projects 📑	Projectini	27/04/2014 9:30 AM	Configuration sett	2 KB	
		🧮 Desktop	01_object.pdb	14/01/2015 5:10 PM	Program Debug D	1,252 KB	-
		🐌 Downloads	02_Clock.ini	27/04/2014 9:30 AM	Configuration sett	1 KB	-
		🔛 Recent Places	02_clock.pdb	14/01/2015 5:10 PM	Program Debug D	1,252 KB	
			03_Frame.ini	27/04/2014 9:30 AM	Configuration sett	3 KB	
		🥃 Libraries	03_frame.pdb	14/01/2015 5:10 PM	Program Debug D	1,244 KB	
		🍙 Apps	04_Anim.ini	27/04/2014 9:30 AM	Configuration sett	6 KB	
		Documents	04_anim.pdb	14/01/2015 5:10 PM	Program Debug D	1,252 KB	
		🚮 Git	05_Viewport.ini	27/04/2014 9:30 AM	Configuration sett Program Debug D	3 KB 1,260 KB	
		🎝 Music	05_viewport.pdb	14/01/2015 5:10 PM			
		Pictures	06_Sound.ini	27/04/2014 9:30 AM	Configuration sett	2 KB	
	100.96	Videos	06_sound.pdb	14/01/2015 5:10 PM	Program Debug D	1,260 KB	
			🗿 07_FX.ini	27/04/2014 9:30 AM	Configuration sett	4 KB	
(Output	👰 Computer	07_fx.pdb	14/01/2015 5:10 PM	Program Debug D	1,252 KB	
	Show ou	🖗 OSDisk (C:)	08_Physics.ini	27/04/2014 9:30 AM	Configuration sett	4 KB	
	11>	Decude Din	D 00 shuring add	1.4./01./001E.E.10.DM	D	1 050 1/0	Ŧ
	12>	01_Object.ini Configuration setti	Date modified: 27/04/2014 9:30 AM ings Size: 1.70 KB	Date created: 12/10/2015 1:41	PM		
	4 – L						
I	Pending (Cha Error List Output Find R	esults 1 Find Symbol Breakpoints Co	ommand W Data Tools O	Solution Explorer Te	am Explorer Pro	perties
Ready				Ln1 Co	ll Ch1		INS
, see all							

Right click the get to the properties of the "Project" project. Go to General and change the target name to Project and make the Immediate Directory to obj\x32\Debug\Project\

This will ensure the compile step will write its immediate files into the correct obj/ folder:

M	Tutoria	I - Microso	oft Visual St	tudio (Admi	nistrator))				Ģ	₹9	Quick l	aunch (Ctrl-	+ Q)	ρ	- 1	×
FILE	EDIT	VIEW	PROJECT	BUILD	DEBUG	TEAM	TOOLS	TGIT	TEST	ANALYZE	WINDO	DW H	ELP			Sign ir	n 🗹
G	- 0	n - 🖆	<u>е</u> , е	5-0	-	ocal Windo	ws Debug	ger 👻 🖒	- Debug	g - 1	_				_		
=	(I	Project Pro	perty Page	es									_	2	x		
	(0)										_						- 4 ×
×	(Gic	Configur	ration: A	ctive(Debug)		▼ Plat	tform: Ad	ctive(Wir	132)		•	Configu	ration Manage	er	2	-
		⊳ Con	nmon Prop	perties		Output D	irectory			\\bin\					*		- Q
		 Configuration Properties 			Intermediate Directory obj\x32\Debug\Project\								16.				
			General	neral		Target Name Project							-	-			
		Debugging VC++ Directories		Target Ex	tension			.exe									
				Extension	ns to Delete	e on Clean		*.cdf;*.cach	e;*.obj;*.	ilk;*.reso	urces;*.tlb;*.						
			C/C++			Build Log	g File			\$(IntDir)\$(M	SBuildPr	rojectNar	me).log				
		Linker Manifest Tool XML Document Generator Browse Information Build Events		Platform	Toolset			Visual Studi	o 2013	(v120)							
			ator	Enable N	lanaged In	cremental [3uild No										
			4								=						
				Configuration Type Application (.exe)													
		Þ	Custom Build Step		Use of MFC Use Standard Windows Libraries												
		Code Analysis		Characte	er Set Use Multi-Byte Character Set												
				Commo	n Language	e Runtime S	Support	No Commo	n Langu	age Runt	time Suppor	t					
						Whole P	rogram Op	timization		No Whole P	rogram	Optimiza	ition				
1	00 %					Windows	Store App	Support		No							
	Output														*		
	Juipui				T	arget Nam	e										
	Show				S	pecifies a fi	le name th	at this proje	ect will g	enerate.							
	The	<	III		•												
	The											OK			1		
	The											UK	Cance	Арр	iy		
		_				_	-	-	-	_	-	F	_				
F	Pending	Cha Er	rror List 0	utput Find	Results	1 Find Syn	nbol B	reakpoints	Comma	and W Da	ata Tools	s O	Solution Exp	olorer Team l	Explor	er Prop	erties
Ready										Ln 1		Col	1	Ch 1			INS 📑

In the C/C++ Output files section, change "Program Database File Name" to: \$(OutDir)Project.pdb so that the debug file will be written to the bin/ folder:

Last update: 2018/02/14	on audios hoginpore reproving a project https://www.orv.project.org/wiki/on/audios/hoginpore/reproming a p	rojoct
00:47 (7 years ago)	en.guides.beginners.renarning_a_broject.nttps://www.orx-project.org/wiki/en/guides/beginners/renarning_a_br	project

Tutorial - Microsoft Visual Studio (Administra	tor)	Quick Launch (Ctrl+Q)	₽ = □ ×
FILE EDIT VIEW PROJECT BUILD DEB	UG TEAM TOOLS TGIT TEST	ANALYZE WINDOW HELP	Sign in 🛛 🎴
0-0/1 <u>8-21 1 1 5-0-1</u>	🕨 Local Windows Debugger 👻 🖒 👻 Deb	uq 🔹 👼 _	
Project Property Pages		8	
Gld <u>C</u> onfiguration: Active(Debug)	✓ <u>P</u> latform: Active(W	in32) Configuration Management	ger 🕨 🗕
Common Properties	Expand Attributed Source	No	- 9-
Configuration Properties	Assembler Output	No Listing	
Dehugging	Use Unicode For Assembler Listing	44 - Di)	
VC++ Directories	ASM List Location	S(IntDir)	
▲ C/C++	Object File Name	S(IntDir)	
General	Generate XML Desumentation Files	S(OutDir)Projectipab	
Optimization =	XML Documentation File Name	\$(IntDir)	
Preprocessor	AME Documentation The Name	S(Interry	
Code Generation			
Language			
Precompiled Heade			
Output Files			
Advanced			
Advanced All Options			
Command Line			
Output > Linker	Program Database File Name		
Show 👂 Manifest Tool 💂	Specifies a name for a compiler-generate	d PDB file; also specifies base name for the required	
1> (III)	compiler-generated IDB file; can be file o	r directory name. (/Fd[name])	
		OK Cancel <u>Ap</u>	ply
Rending Cha. Error List Output Find Peru	Its 1 Find Symbol Brooknaints Com	Pand W Data Tools O Solution Evalures	Explorer Droperties
Find Resu	Its 1 Find Symbol Breakpoints Com	Team Solution Explorer Team	explorer Properties
This item does not support previewing		Ln1 Col1 Ch1	INS ""

Finally, in the Linker section, change the Output File to: \$(OutDir)Project.exe so that the correctly named executable will be written to the bin/ folder:

Tutorial - Microsoft V	/isual Studio (Administrate	or)	Г	▼9 Quick Launch (Ctrl+Q)	P	- 0	х	
FILE EDIT VIEW PR	OJECT BUILD DEBU	IG TEAM TOOLS TO	IT TEST ANALYZE	WINDOW HELP		Sign in	2	
0 - O ir - i r	1 1 9 - C - 🕨	Local Windows Debugger +	🖒 - Debug - 🎜	_				
Project Proper	ty Pages				? ×			
							4 X	
Configuratio	on: Active(Debug)	▼ <u>P</u> latform	: Active(Win32)	▼ C <u>o</u> nfigurati	on Manager	~ _	'	
▲ C/C	++ •	Output File	\$(OutDir)Pr	ojectlexe	•		۶- م	
	General	Show Progress	Not Set					
	Optimization	Version						
	Preprocessor	Enable Incremental Linki	ng No (/INCRE	MENTAL:NO)	NO)			
	Code Generation	Suppress Startup Banner	Yes (/NOLO	GO)				
	Language	Ignore Import Library	No					
	Output Files	Register Output	No		=			
	Browse Information	Per-user Redirection	No	No				
	Advanced	Additional Library Direct	ories\\lib;\.	.\\\code\lib\dynamic;%(Addi	tionalLibrary			
	All Options	Link Library Dependenci	es Yes					
	Command Line =	Use Library Dependency	Inputs No					
⊳ Link	cer	Link Status						
⊳ Mar	nifest Tool	Prevent DII Binding						
⇒ XMI	L Document Genera	Treat Linker Warning As	Errors					
100 % ▷ Brov	wse Information	Force File Output						
⊳ Buil	d Events	Create Hot Patchable Image		-				
Show ▷ Cod 1> ∢	tom Build Step le Analysis 👻	Output File The /OUT option overrides t	he default name and locati	on of the program that the linke	r creates.	L		
				OK Cancel	Apply			
4								
Pending Cha Error	List Output Find Result	ts 1 Find Symbol Breakp	oints Command W Da	ata Tools O Solution Explor	er Team Explore	r Proper	ties	
Ready			Ln1	Col 1 C	ĥ1	IN	Si	

Give it a quick build and run to ensure that Project.exe is run, get's the config from Project.ini, open a window and displays an object.

Excellent, you are done. Feel free to save a copy of this Solution for use as a template for your later projects.

Now you can continue on to the Step 4, to get a tour of an Orx project.

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

Permanent link: https://www.orx-project.org/wiki/en/guides/beginners/renaming_a_project



Last update: 2018/02/14 00:47 (7 years ago)