

# Part 4 - A tour of an Orx project

Let's take a close look at all the parts of an Orx project and see how it all fits together, from the code to the building, the executing, and the configuration files.

## Source

The source code of your program is located in the `src/` folder. A default C or C++ file is generated for you at initialization in this directory.

## Executable

The resulting executable is built and sent to the `bin/` folder. If your project was called `MyGame`, the resulting executable would be `MyGame.exe` in Windows or `MyGame` on Linux or Mac. Debug builds get a “d” prefix, like `MyGamed.exe.ls`

## Data

The `data/` directory contains the non-code files. The subdirectories in `data` are essential to Orx, in particular the `config` directory.

## Config Files

When the executable is run, it looks for a matching `*.ini` file in `data/config`. If your executable was called `MyGame.exe`, it would load and process the `MyGame.ini` file. If your executable was called `Project.exe`, it would load and process the `Project.ini` file.

This file defines many aspects of your game and can refer to other data, including other config files.

Now that you know all that, it is time to start working on our game.

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Next: Beginning with the [viewport and the camera](#).

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