

# 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 of your program is located in the `src/` folder.

## 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.

## Config File

When the executable is run, it looks for a matching `*.ini` file. 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.

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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- [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](#)

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- Part 17 – Timeline Tracks
- Part 18 – Exploding Monsters
- Part 19 – The Hero's survival.
- Part 20 – Text and Game Over

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