

# Structure settings

Here are defined all the available config properties that will be recognized by orx for all types of structures.

All these settings can be found in the [CreationTemplate.ini](#) file along with their short descriptions.

Please refer to the [syntax](#) page for more info on how to write config files.

Here's the list of all available structures:

- [Animation](#)
- [Body](#)
- [Prismatic Joint](#)
- [Spring Joint](#)
- [Pulley Joint](#)
- [Suspension Joint](#)
- [Weld Joint](#)
- [Friction Joint](#)
- [Gear Joint](#)
- [Camera](#)
- [Clock](#)
- [FX](#)
- [Graphic](#)
- [Object](#)
- [Shader](#)
- [Sound](#)
- [Spawner](#)
- [Text](#)
- [Viewport](#)

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