

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](#)

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

Permanent link:
https://www.orx-project.org/wiki/en/orx/config/settings_structure/main?rev=1312919318

Last update: **2025/09/30 17:26 (8 months ago)**

