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 (14 months ago)**