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
- Joint
- Camera
- Clock
- FX
- Graphic
- Object
- Shader
- Sound
- Spawner
- Text
- Viewport

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