Linux Setup (Brief Overview)

This page lists the libraries that you need to install to your Linux system before trying to compile the Orx libray.

These are the missing libraries in order to have Orx compile:

- freeglut3-dev
- libsndfile1-dev
- libopenal-dev
- libxrandr-dev

libgl1-mesa-swx11 is an additional library if you're using virtualisation, and GPU hardware accelleration is not working. It is a software rasterising library. On a modern system, you probably won't need it.

Ensure you have cloned Orx to your pc.

There are several options for building the Orx library:

- Building the Orx library on Linux with Code::Blocks
- Building the Orx library on Linux with Codelite
- Building the Orx library on the Mac with gmake (same instructions for Linux)

Now you can move on to building your own project using init.

The great thing about `init`, not only does it build projects of for some great IDEs and GCC for Linux, it also includes a post step build to automatically copy in the latest compiled Orx on your system.

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