

Logging all Structures to a Tree

The Data Configuration feature of Orx makes it simple to build up a complex scene or object with minimal code. All these items are defined in various ini files however the developer chooses to arrange them.

Orx provides a nice way to display a tree view of your Orx objects currently in game, and what structures make them up.

Let's say you had a robot made up of several Objects, Graphics, Bodies and Textures. Also there is a Viewport and Camera:

```
[MainViewport]
Camera = MainCamera

[MainCamera]
Position = (0.0, 0.0, -1.0)

[RobotGraphic]
Texture = robot-inside.png

[Robot]
Graphic = RobotGraphic
ChildList = LeftWheel # RightWheel # WeaponObject
Body = RobotBody

[RobotBody]
PartList = RobotBodyPart

[RobotBodyPart]
Type = box

[WeaponGraphic]
Texture = weapon.png

[WeaponObject]
Graphic = WeaponGraphic
Body = WeaponBody

[WeaponBody]
PartList = WeaponBodyPart

[WeaponBodyPart]
Type = box
Solid = true
```

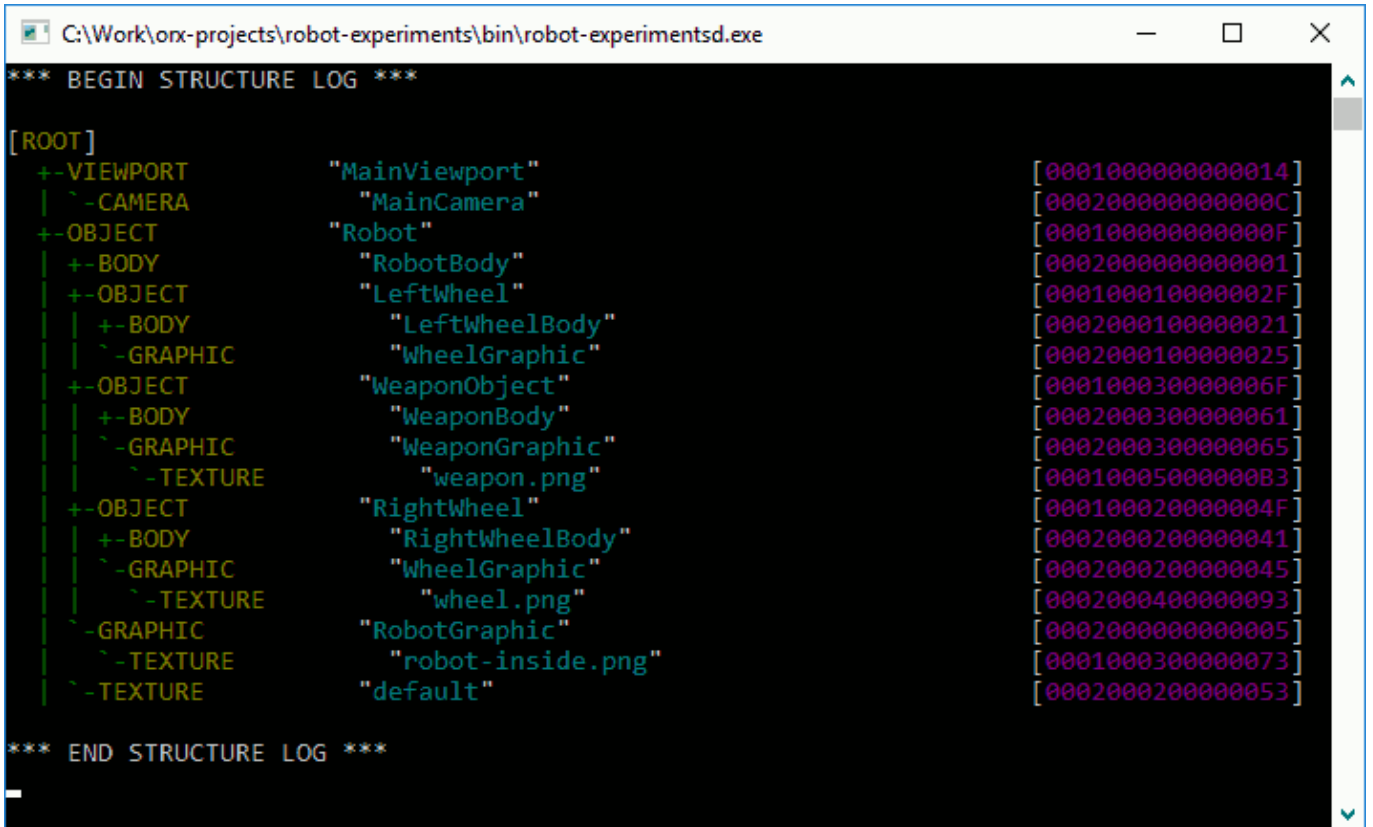
The robot would be created in-game with:

```
orxObject_CreateFromConfig("Robot");
```

Use the following command to log out all the current Structures live in your game:

```
orxStructure_LogAll();
```

In your console window, a coloured tree will be displayed:



Also, in your game log file, the same output would be generated:

```
*** BEGIN STRUCTURE LOG ***

[ROOT]
+-VIEWPORT      "MainViewport"
[0001000000000014]
|  \-CAMERA     "MainCamera"
[000200000000000C]
+-OBJECT        "Robot"
[000100000000000F]
|  +-BODY       "RobotBody"
[0002000000000001]
|  +-OBJECT     "LeftWheel"
[000100010000002F]
|  |  +-BODY    "LeftWheelBody"
[0002000100000021]
|  |  \-GRAPHIC "WheelGraphic"
[0002000100000025]
```

```
| +-OBJECT          "WeaponObject"  
[000100030000006F]  
| | +-BODY         "WeaponBody"  
[0002000300000061]  
| | ` -GRAPHIC     "WeaponGraphic"  
[0002000300000065]  
| |   ` -TEXTURE   "weapon.png"  
[00010005000000B3]  
| +-OBJECT          "RightWheel"  
[000100020000004F]  
| | +-BODY         "RightWheelBody"  
[0002000200000041]  
| | ` -GRAPHIC     "WheelGraphic"  
[0002000200000045]  
| |   ` -TEXTURE   "wheel.png"  
[0002000400000093]  
| ` -GRAPHIC       "RobotGraphic"  
[0002000000000005]  
|   ` -TEXTURE     "robot-inside.png"  
[0001000300000073]  
| ` -TEXTURE       "default"  
[0002000200000053]
```

*** END STRUCTURE LOG ***

This is very handy for getting a nice overview of your structure layout for debugging or comparison.

From:

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

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https://www.orx-project.org/wiki/en/tutorials/tools/structure_logall

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