

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
```

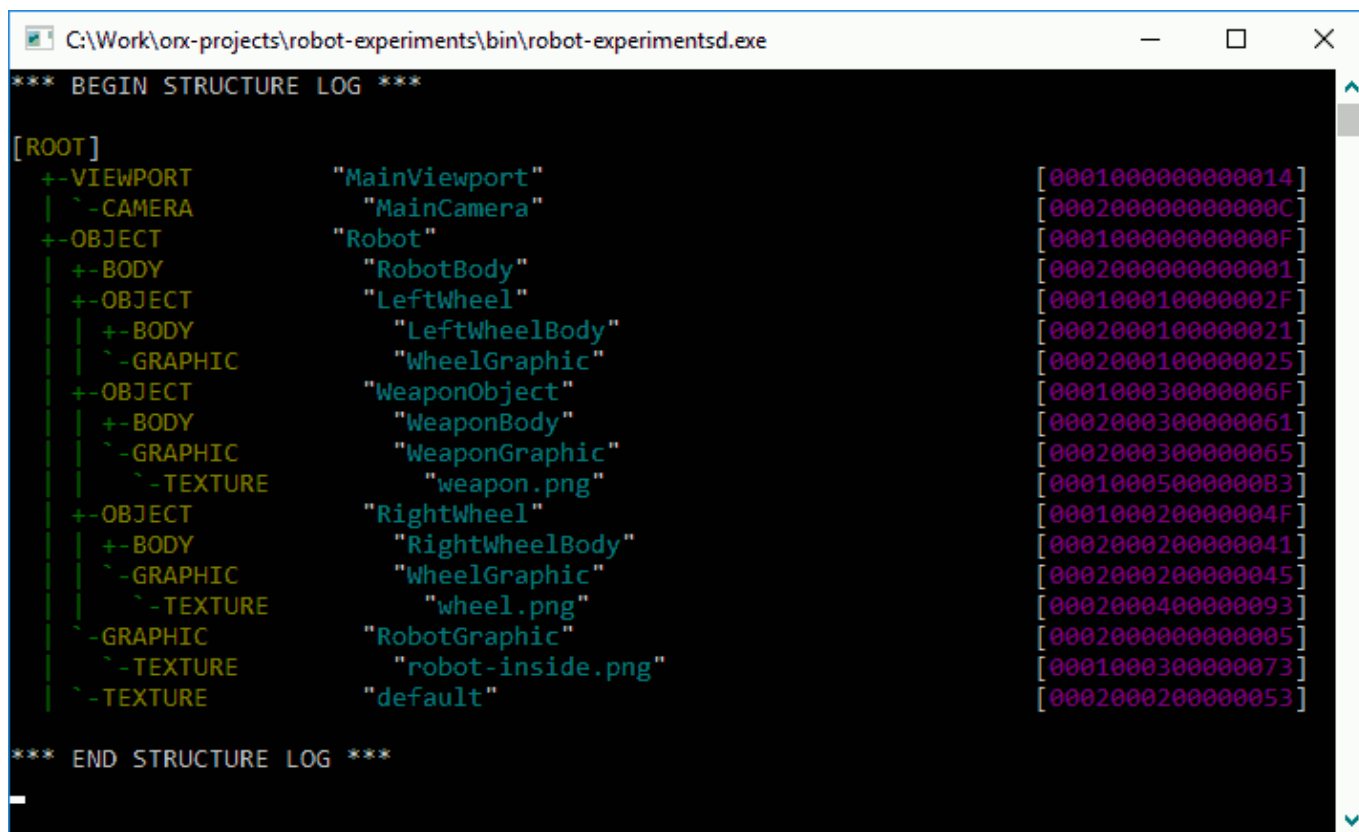
The robot would be created in-game with:

```
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:

A screenshot of a console window titled "C:\Work\orx-projects\robot-experiments\bin\robot-experimentsd.exe". The console displays a structure log starting with "*** BEGIN STRUCTURE LOG ***". The log shows a tree structure of game objects. The root is "[ROOT]". It has a child "+-VIEWPORT" named "MainViewport" with address "[0001000000000014]". Under "MainViewport" is a child "| ` -CAMERA" named "MainCamera" with address "[000200000000000C]". Under "MainViewport" is a child "+-OBJECT" named "Robot" with address "[000100000000000F]". Under "Robot" is a child "| +-BODY" named "RobotBody" with address "[0002000000000001]". Under "RobotBody" is a child "| +-OBJECT" named "LeftWheel" with address "[000100010000002F]". Under "LeftWheel" is a child "| | +-BODY" named "LeftWheelBody" with address "[0002000100000021]". Under "LeftWheelBody" is a child "| | ` -GRAPHIC" named "WheelGraphic" with address "[0002000100000025]". Under "Robot" is a child "| +-OBJECT" named "WeaponObject" with address "[000100030000006F]". Under "WeaponObject" is a child "| | +-BODY" named "WeaponBody" with address "[0002000300000061]". Under "WeaponBody" is a child "| | ` -GRAPHIC" named "WeaponGraphic" with address "[0002000300000065]". Under "WeaponGraphic" is a child "| | ` -TEXTURE" named "weapon.png" with address "[00010005000000B3]". Under "Robot" is a child "| +-OBJECT" named "RightWheel" with address "[000100020000004F]". Under "RightWheel" is a child "| | +-BODY" named "RightWheelBody" with address "[0002000200000041]". Under "RightWheelBody" is a child "| | ` -GRAPHIC" named "WheelGraphic" with address "[0002000200000045]". Under "RightWheelBody" is a child "| | ` -TEXTURE" named "wheel.png" with address "[0002000400000093]". Under "Robot" is a child "| ` -GRAPHIC" named "RobotGraphic" with address "[0002000000000005]". Under "RobotGraphic" is a child "| ` -TEXTURE" named "robot-inside.png" with address "[0001000300000073]". Under "RobotGraphic" is a child "| ` -TEXTURE" named "default" with address "[0002000200000053]". The log ends with "*** END STRUCTURE LOG ***".

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**

Permanent link:

https://www.orx-project.org/wiki/en/tutorials/tools/structure_logall?rev=1598877865

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