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
```

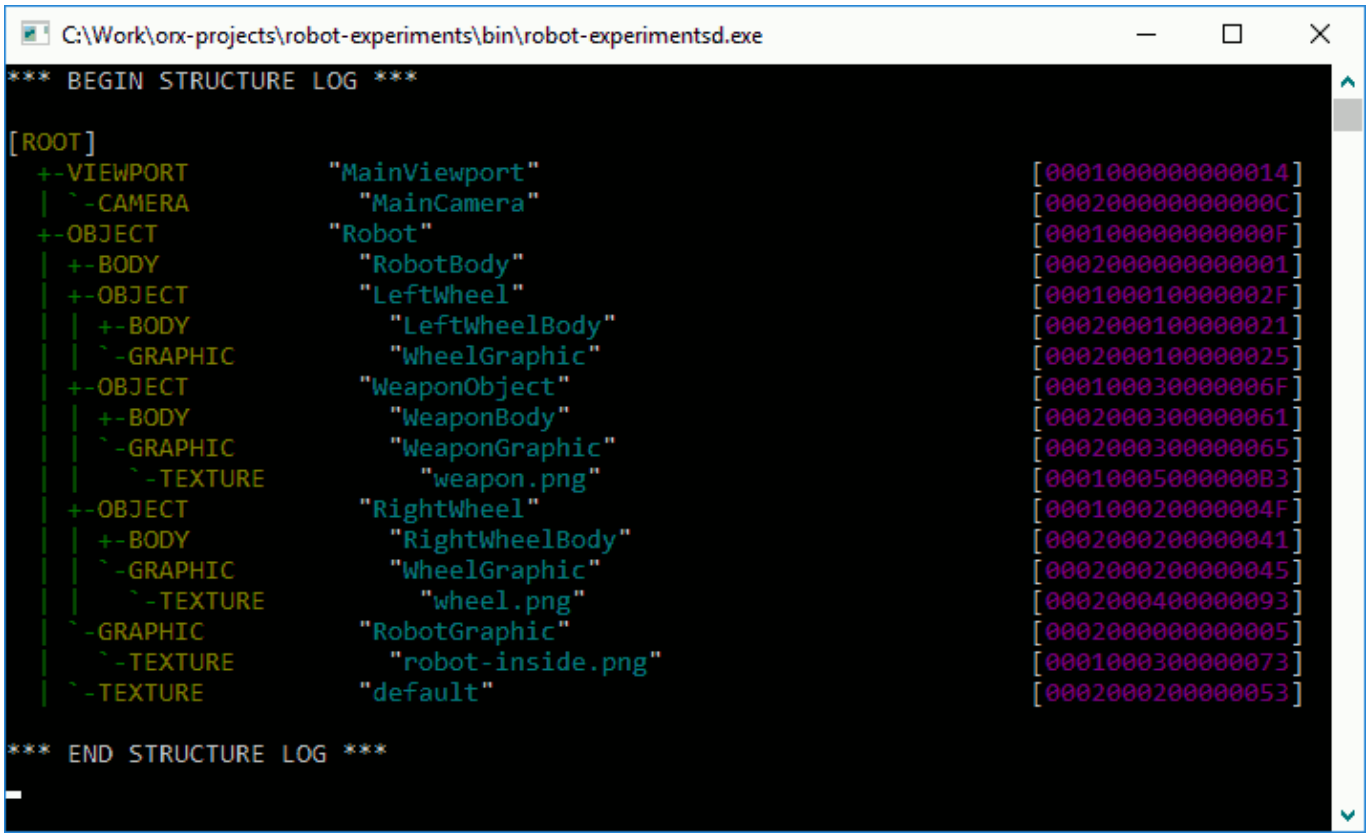
The robot would be created in-game with:

```
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?rev=1598877865

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