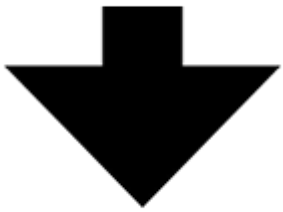
Getting Started Learning Paths

Setting up a Development Environment

If you don't have a compiler and editor yet, these guides can help you get started with some choice suitable for Orx. Windows does not need any particular set up.

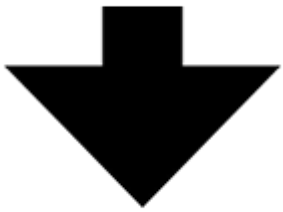
- Setting up a Development Environment for Windows
- Setting up a Development Environment on Linux
- Setting up a Development Environment for Mac OS X
- Getting Android Studio on Windows



Choosing a compiler and building Orx

- Building the Orx library on Windows with Visual Studio
- Building the Orx library on Windows with Codelite
- Compiling Orx with mingw32/gmake on Windows
- Building the Orx library on Linux with Codelite
- Building the Orx library on Linux with Code::Blocks
- Cloning and building the Orx library on the Mac
- Building the Orx library on a Mac with Codelite
- Building the Orx library on a Mac with Code::Blocks
- Building the Orx Library with Xcode on Mac OS X
- Compiling the Orx Library and Demo Project for Android

For troubleshooting help building Orx please see: Troubleshoot Building Orx



Starting your own Orx based Project

- Creating your own Orx-based Project using 'init'
- Setting up a game project on the Mac

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