

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.

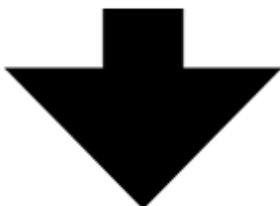
- [Setting up a Development Environment for Windows](#)
- [Setting up a Development Environment on Linux](#)
- [Setting up a Development Environment for Mac OS X](#)
- [Getting Android Studio and the NDK on Windows](#)



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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