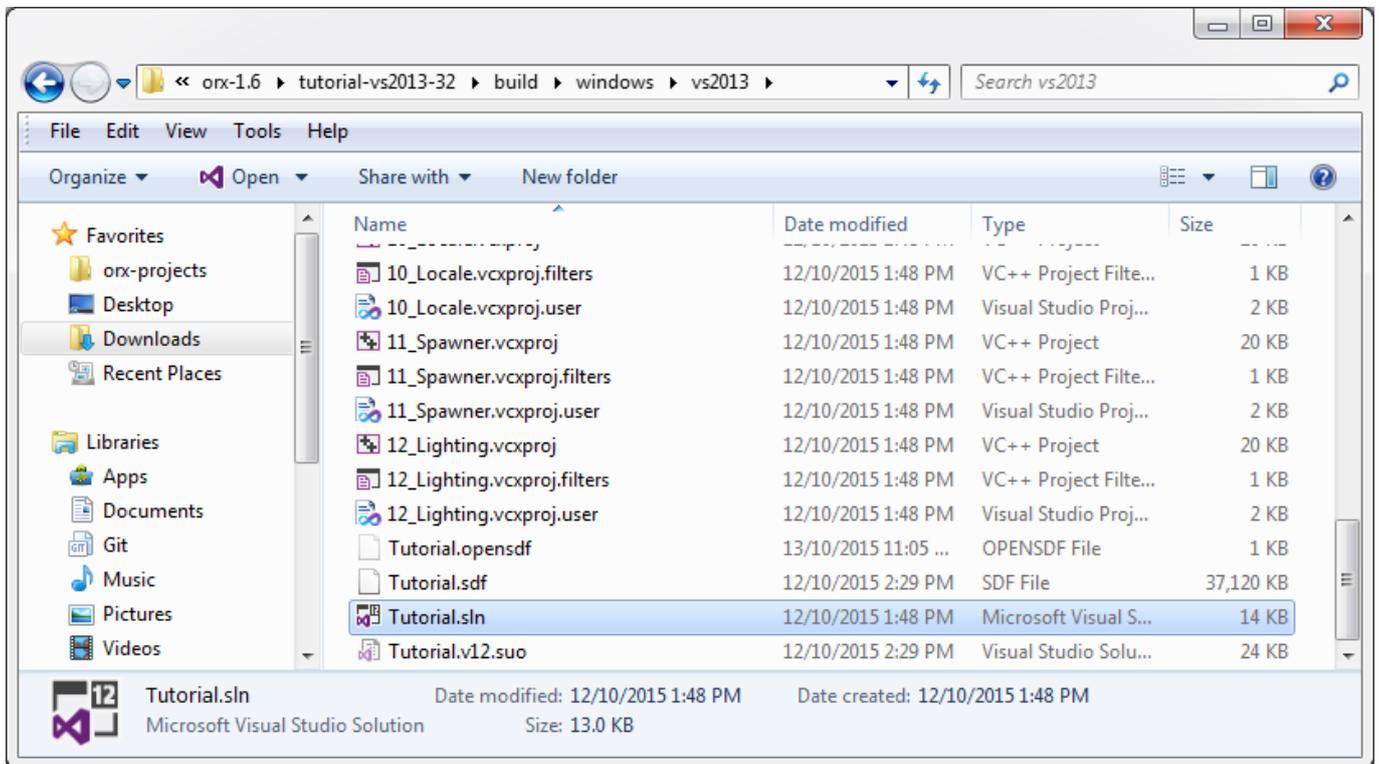
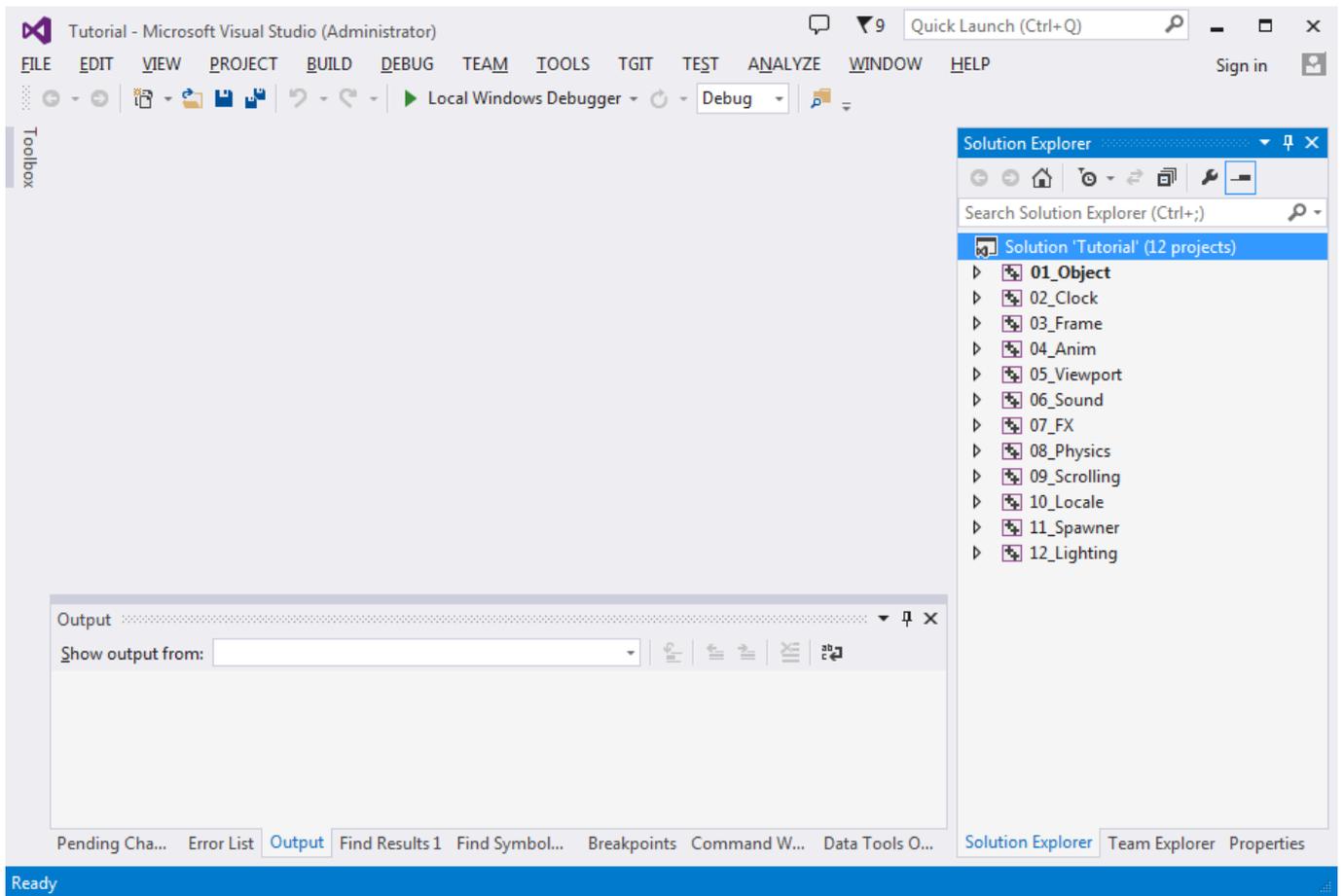


# Part 3 - Setting up a new game project

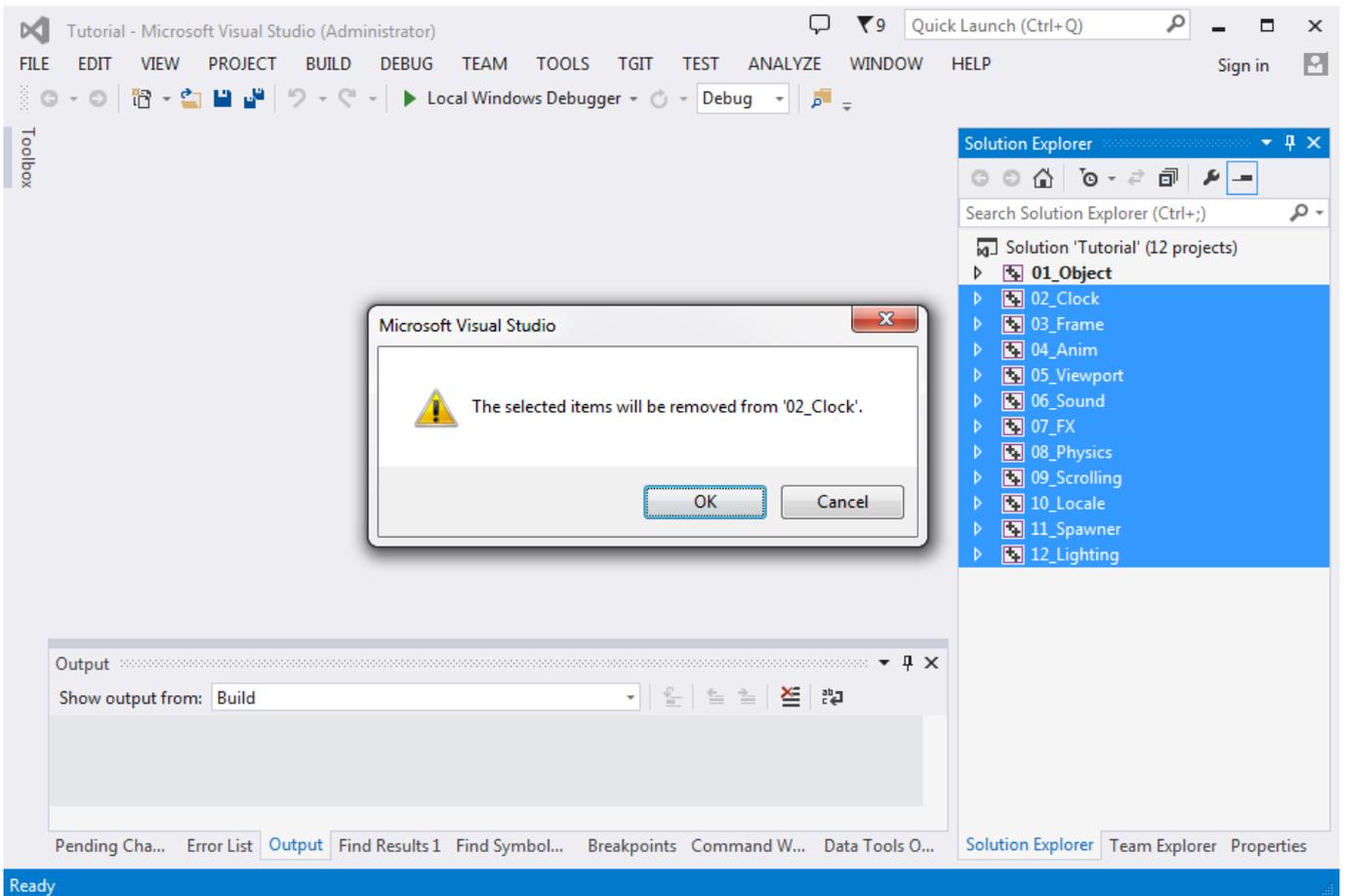
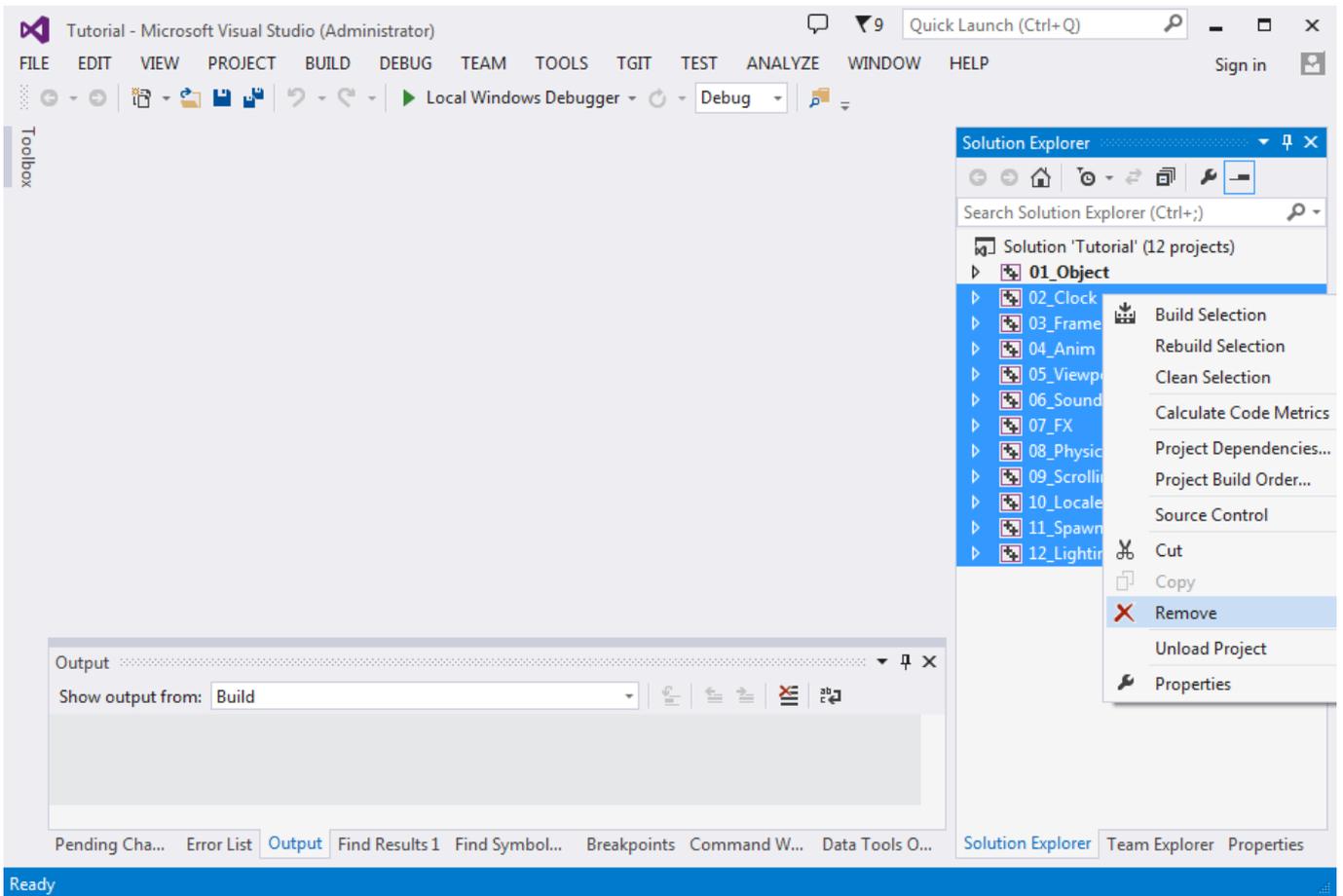
The easiest way to start your own project is to use the tutorials project downloaded in [Part 1](#). We will change this as a basis for our own game.

Open the solution by clicking on the Tutorial.sln file located in the build/windows/vs2015 folder.

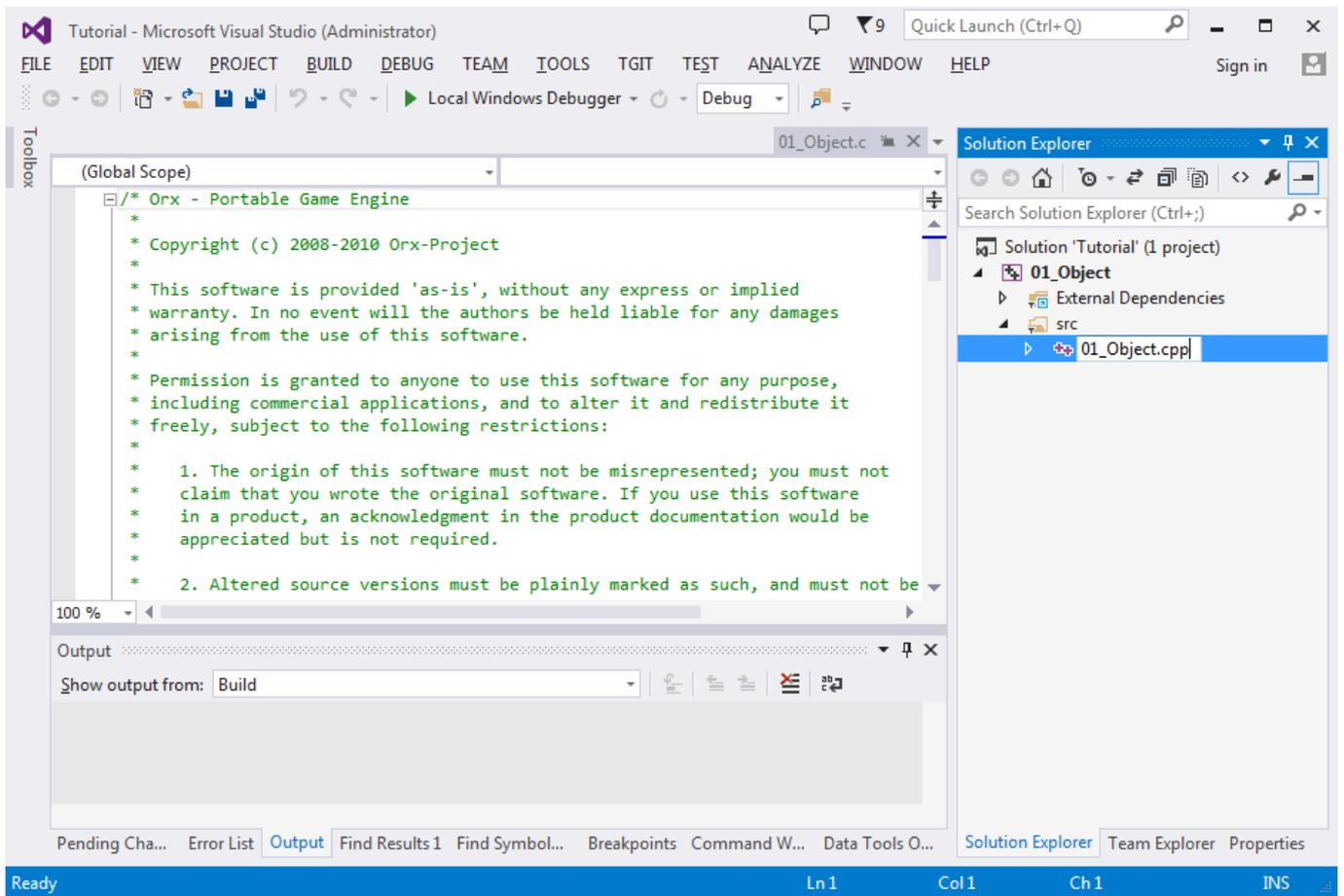




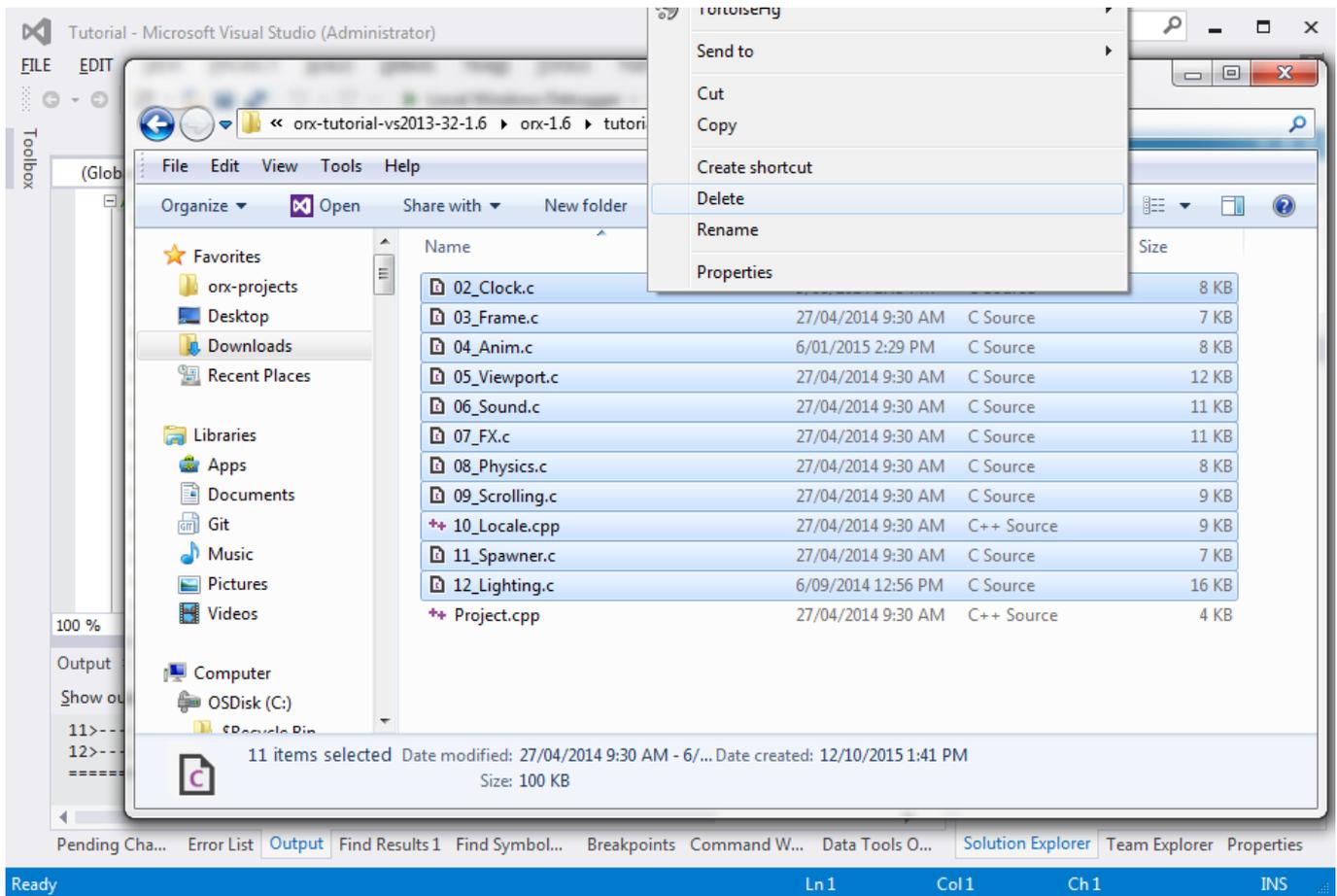
Remove all the projects in the Solution Explorer, except for the 01\_Object project. We will re-use this one. This will be our single game project.



If want to use c++, rename the source file from 01\_Object.c to 01\_Object.cpp as c++. This guide will assume you are working in c++.



Remove all the source files from the src/ folder except for our 01\_Object.cpp file:



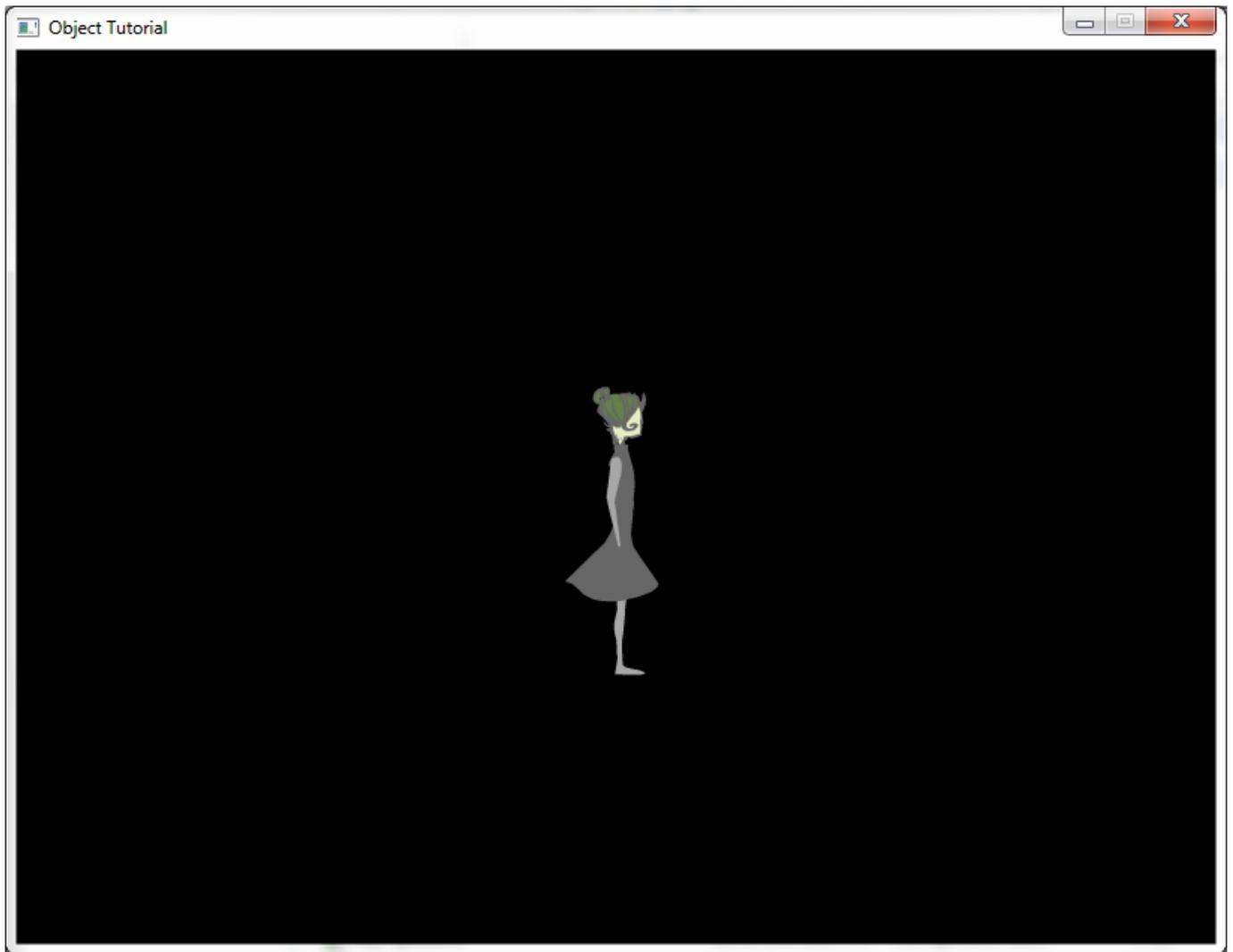
In the same way remove everything in the bin folder except for the 01\_Object.ini and the \*.dll files. We only need the one ini file for our project.

 A post-build step is included in your "Project" project that will copy over a new version of Orx from your local version of Orx every time you build. As we do not have a local version of Orx, and we want to simply keep using the same version of the Orx library that is packaged with the tutorial solution, you can simply stop this step by:

Project (properties) / Build Events / Post-Build Event / Use In Build: No

There is no problem if you do not follow this step, but it will remove an annoying warning every time you compile.

Press F6 to build the project and then run it to check that you receive the following window with an object in the centre:



Excellent. We have a working solution. If you don't like the 01\_Object project name, [continue here to learn how to rename it](#). Otherwise feel free to continue on as it is.

You can save the current solution as a template for other projects you might like to work on.

Just to make things easier for you, also consider adding Project.ini as an existing file into your project so you can conveniently make changes throughout this guide.

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Next: [A tour of an Orx project](#).

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Permanent link: [https://wiki.orx-project.org/en/guides/beginners/setting\\_up\\_a\\_new\\_game\\_project?rev=1518583672](https://wiki.orx-project.org/en/guides/beginners/setting_up_a_new_game_project?rev=1518583672)

Last update: 2018/02/14 00:47 (7 years ago)

