

# Building the Orx library on Windows with Visual Studio 2015/2017/2019

Before you can build the Orx library, you will need to clone it using git. First [follow these instructions to clone and initialize Orx](#), then come back.

Now that you have the Orx repo and its dependencies, let's compile it using Visual Studio.

Open the project version for your version of Visual Studio:



**IMPORTANT:** *Visual Studio 2017 or 2019 can give an error during compilation, generating a request to update the SDK from Windows 8.1 to Windows 10. To solve this is very simple, right click on the project solution (property), and select "Retarget Solution". This will open a window in the center where it automatically asks you if you want to update the solution to SDK 10. click "Ok" and in 2 seconds you have solved the problem.*

However please ensure you do have the SDK installed, as it is required with VS2017 and greater.

There are several configs to choose from:



The configs for regular development are Debug, Profile, and Release in both 32 and 64-bit.

Start with Debug and your preference of 32-bit or 64-bit. Click **Build Solution**:



You will see a successful build in the output pane with:



If you get an error, check the troubleshooting section at end of this tutorial.

Now continue to build the Profile and Release versions of the Orx library by changing the build configuration dropdown and clicking **Build Solution** again.

Once all three versions of the Orx library are compiled in this way, you can see them in your file system by exploring at: `orx\code\lib\dynamic`:



Here are listed dll's, link libraries, and debugging files. And that is it. You have compiled the Orx library, which can now be used in game projects of your own.

## Troubleshooting

There are no items here just yet, but if you encounter any errors using Visual Studio 2015, 2017 or 2019, please let us know [on the forum](#). We'll fix it up quickly and add your errors here for others.

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