Building the Orx library on Linux with Code::Blocks

You can use Code::Blocks on Linux in order to build the Orx library. I will assume that you have covered the step at [coming soon!] to set up a development environment on Linux.
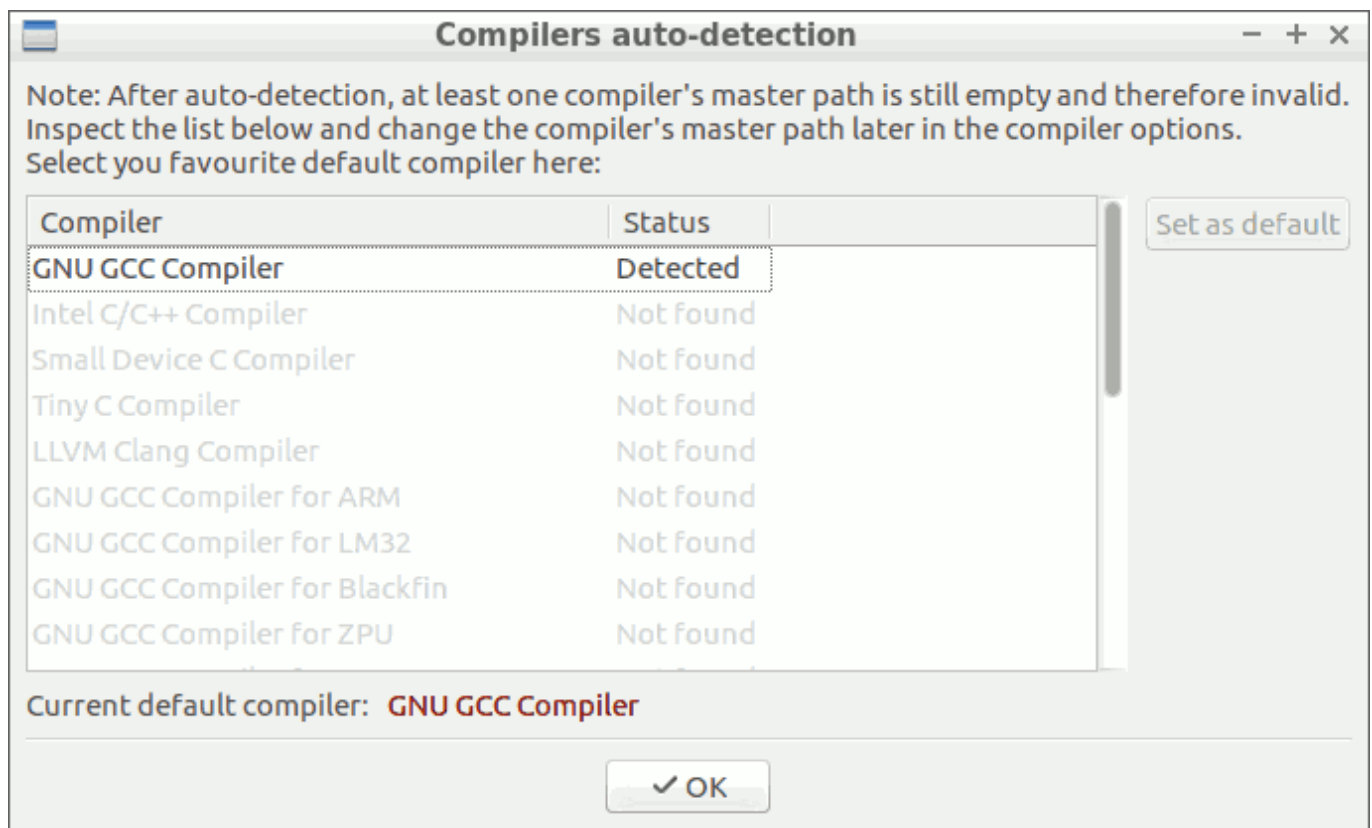
Downloading Code::Blocks for Linux

If you don't have Code::Blocks yet, you can download from here:
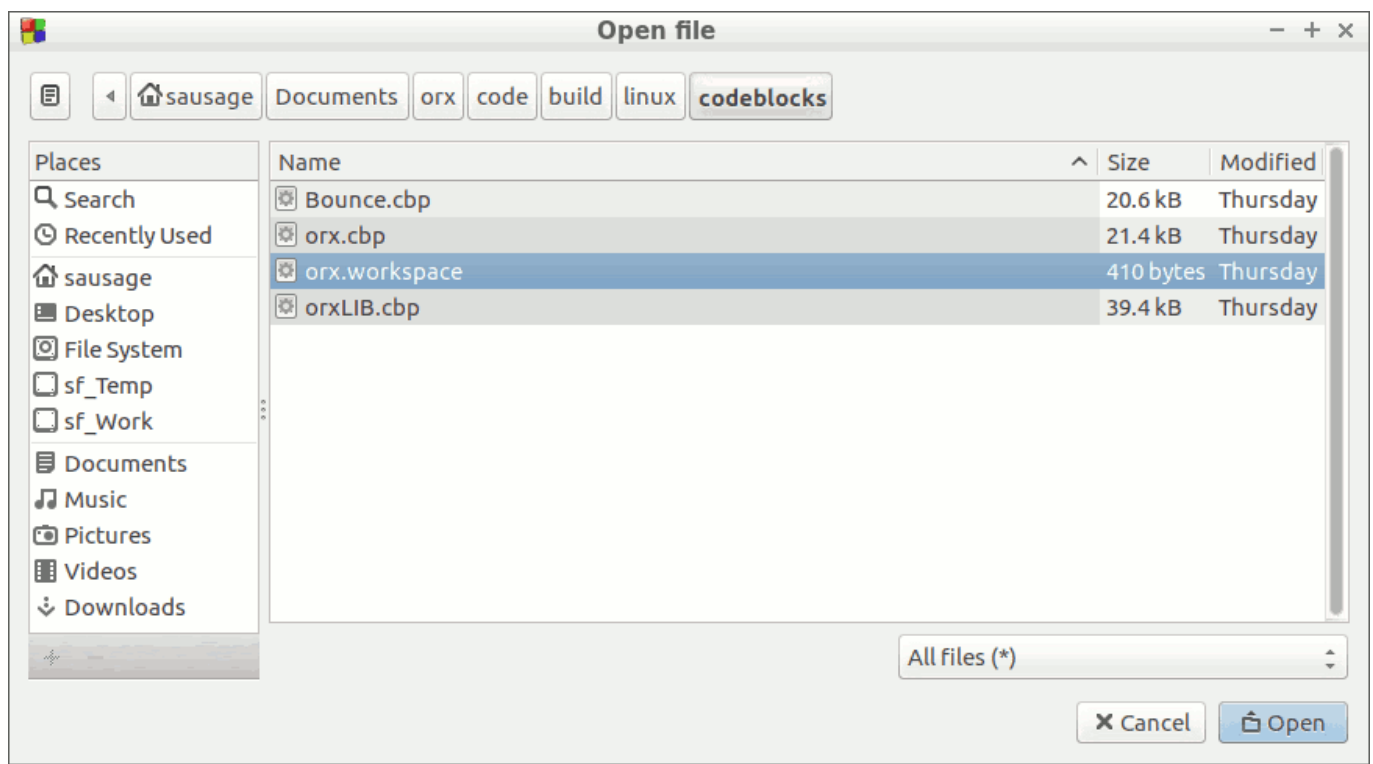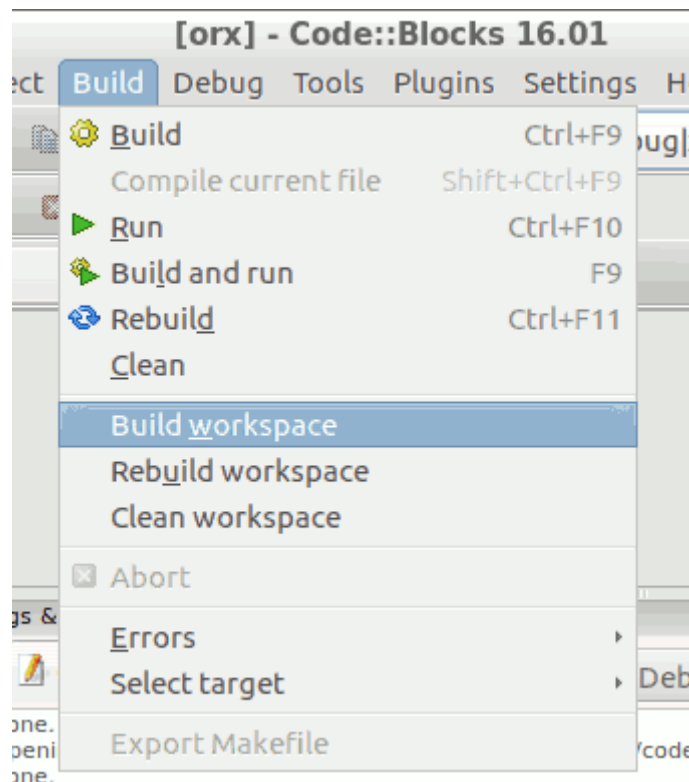http://www.codeblocks.org/downloads/binaries#linux

Building Orx

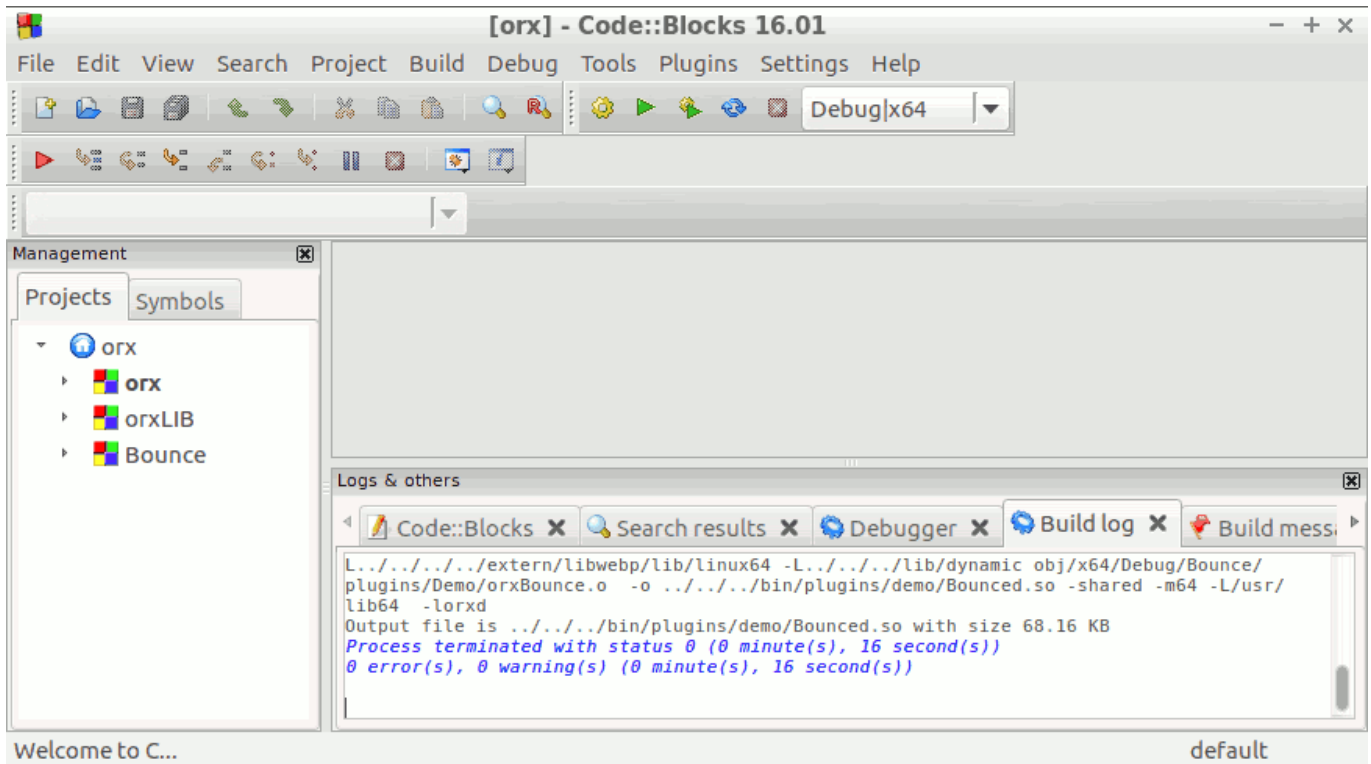Launch Code::Blocks. If this is the first time you have launched it, you will be asked what compiler to use:

Use Code::Blocks to open the workspace at `orx/code/build/linux/codeblocks`:

Last
update:
2020/08/20
05:27 (4
years ago)
en:tutorials:orx:linux:building_orx_using_codeblocks_for_linux https://wiki.orx-project.org/en/tutorials/orx/linux/building_orx_using_codeblocks_for_linux
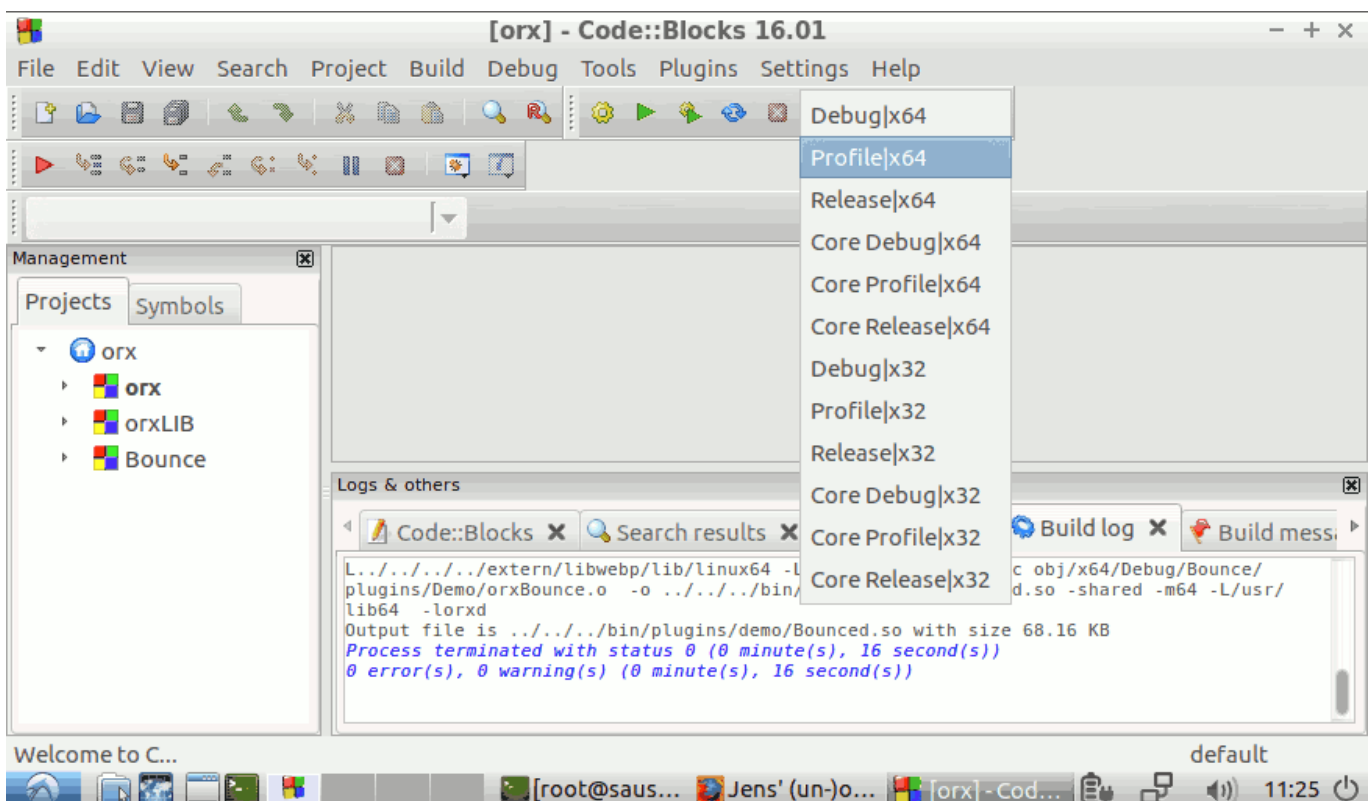

Build the default config of Debug and 64-bit by selecting the Build workspace menu from the
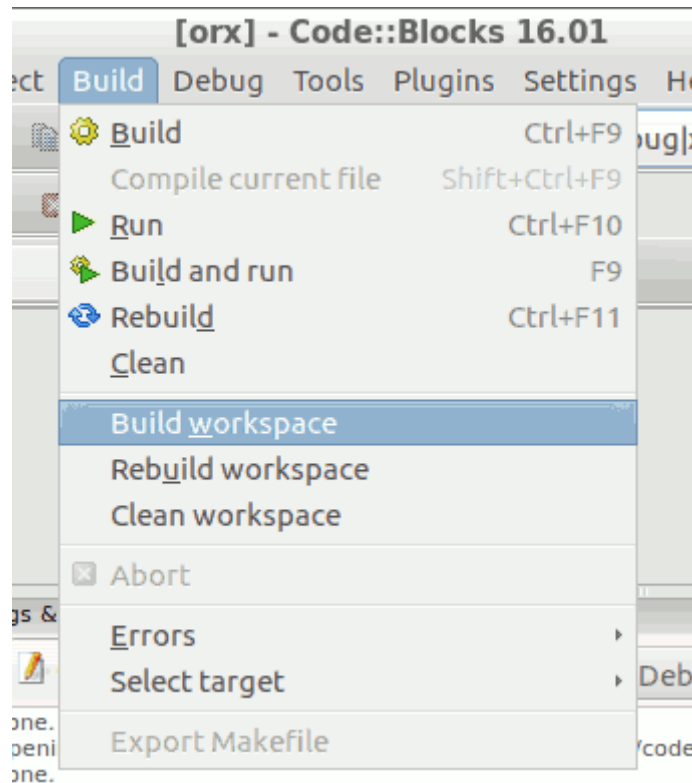Build menu.

Confirm the output of the build to ensure everything built correctly:

Now to change from the Debug|x64 build to the Profile|x64 build on the Workspace tab:
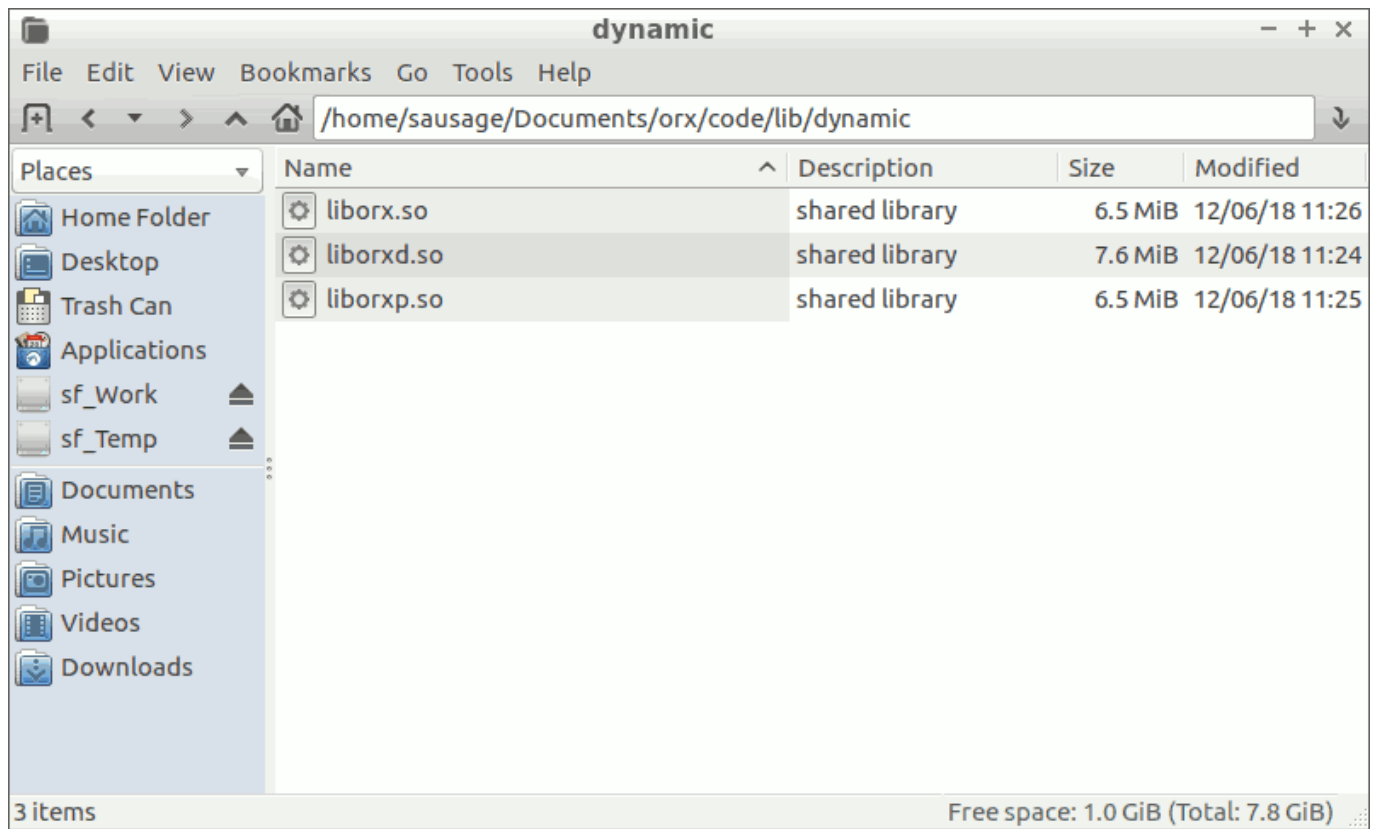

Then build again:

Finally, switch to the `Release|x64` configuration and build again.

Finding the Orx libraries

These are saved to the `orx/code/lib/dynamic` folder.

Open a terminal window and cd to the above folder, or use a file manager.

You can see the `liborx.so`, `liborxd.so` and the `liborxp.so` versions.

Name	Description	Size	Modified
⚙ liborx.so	shared library	6.5 MiB	12/06/18 11:26
⚙ liborxd.so	shared library	7.6 MiB	12/06/18 11:24
⚙ liborxp.so	shared library	6.5 MiB	12/06/18 11:25

Well done. You have compiled the Orx library which can now be used in your own game projects.

Now we are ready to make a game project of our own.