

Building the Orx library on a Mac with Code::Blocks

You can use Code::Blocks on a Mac in order to build the Orx library. I will assume that you have covered the step at [Cloning and building the Orx library on the Mac](#) but have come here because you would rather use Code::Blocks than gmake.

Downloading Code::Blocks for Mac

If you don't have Code::Blocks yet, you can download from here:

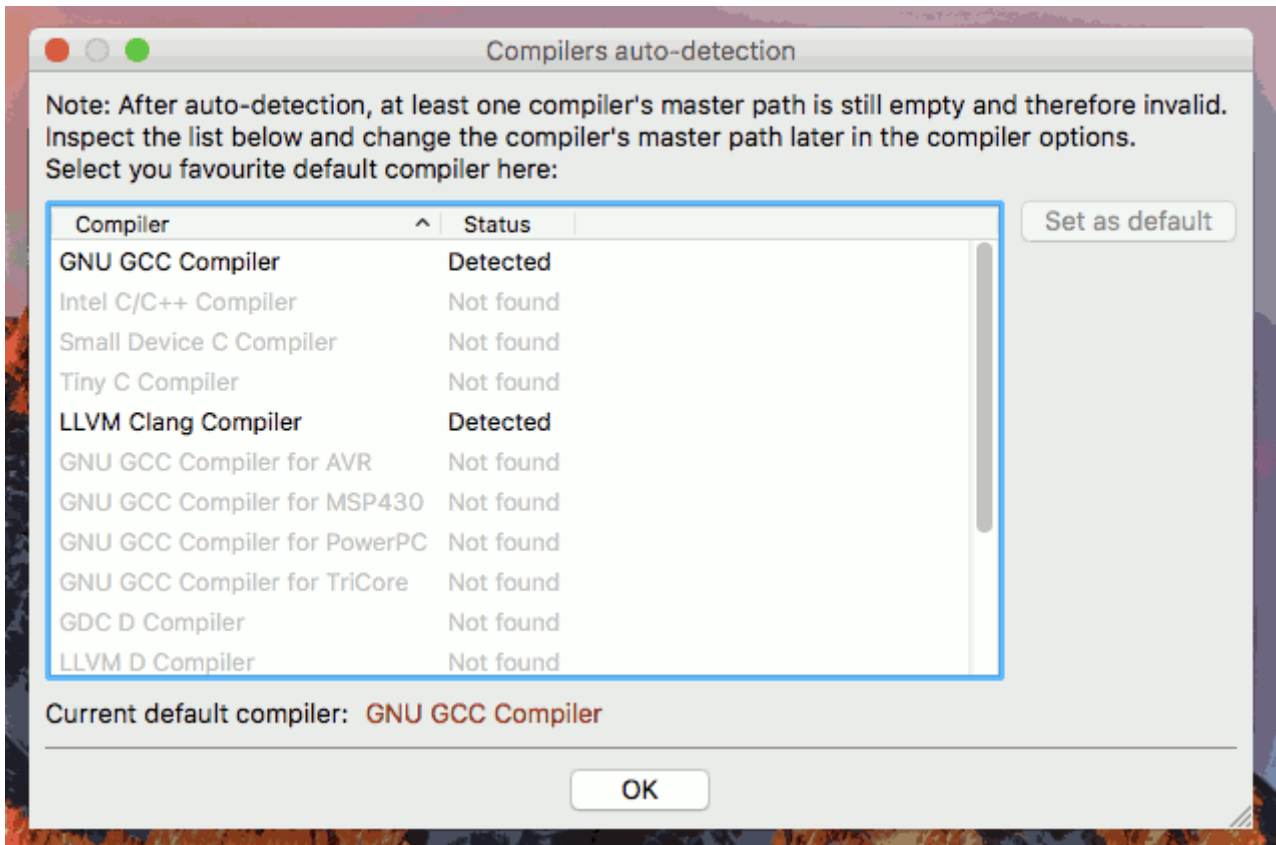
<http://www.codeblocks.org/downloads/binaries#mac>



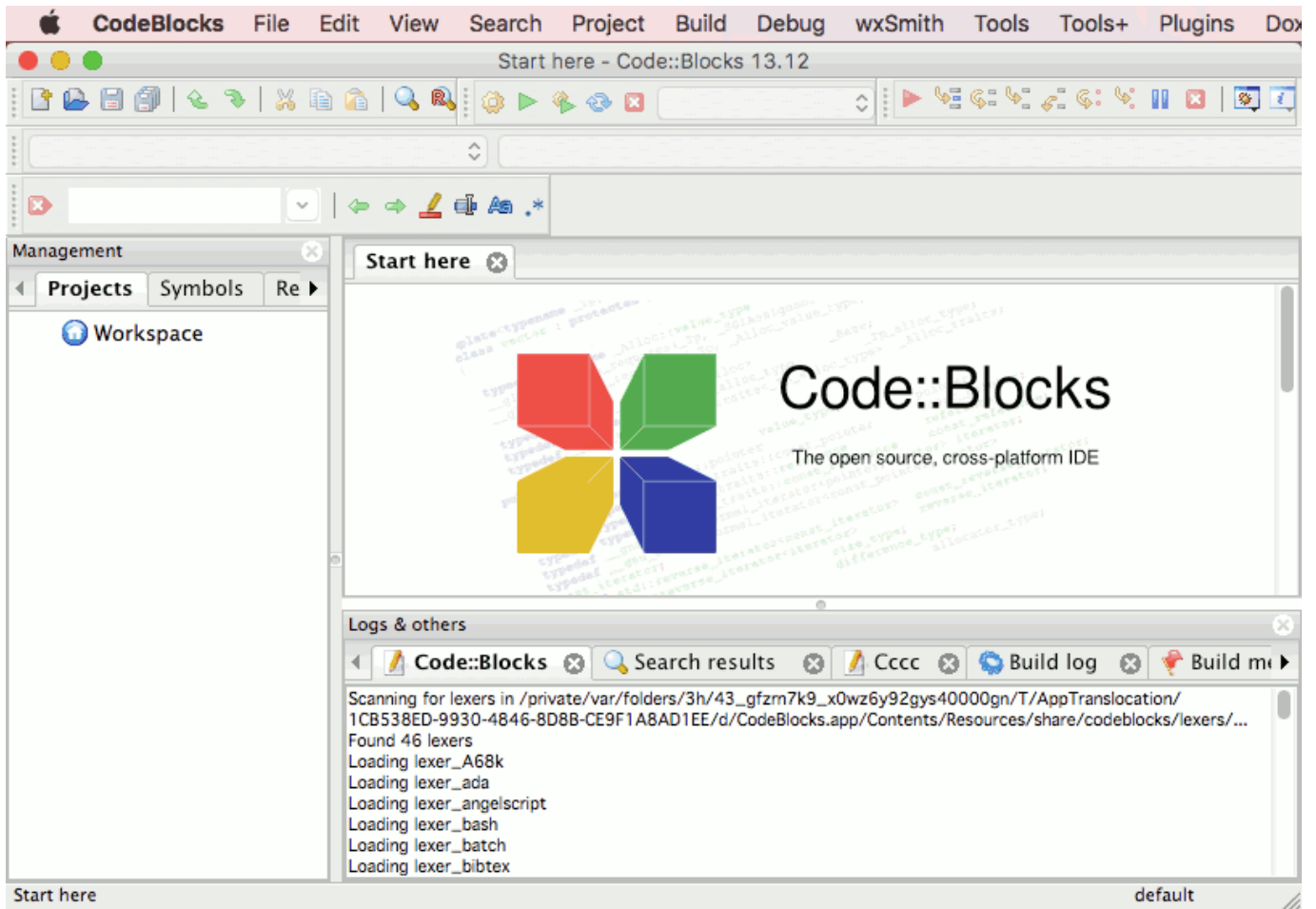
Unlike Codelite, Code::Blocks version 13.12 (the last from 2013) will happily work on all versions of Mac OS X. If you don't want to upgrade your OS to try Codelite, try Code::Blocks instead.

Building Orx

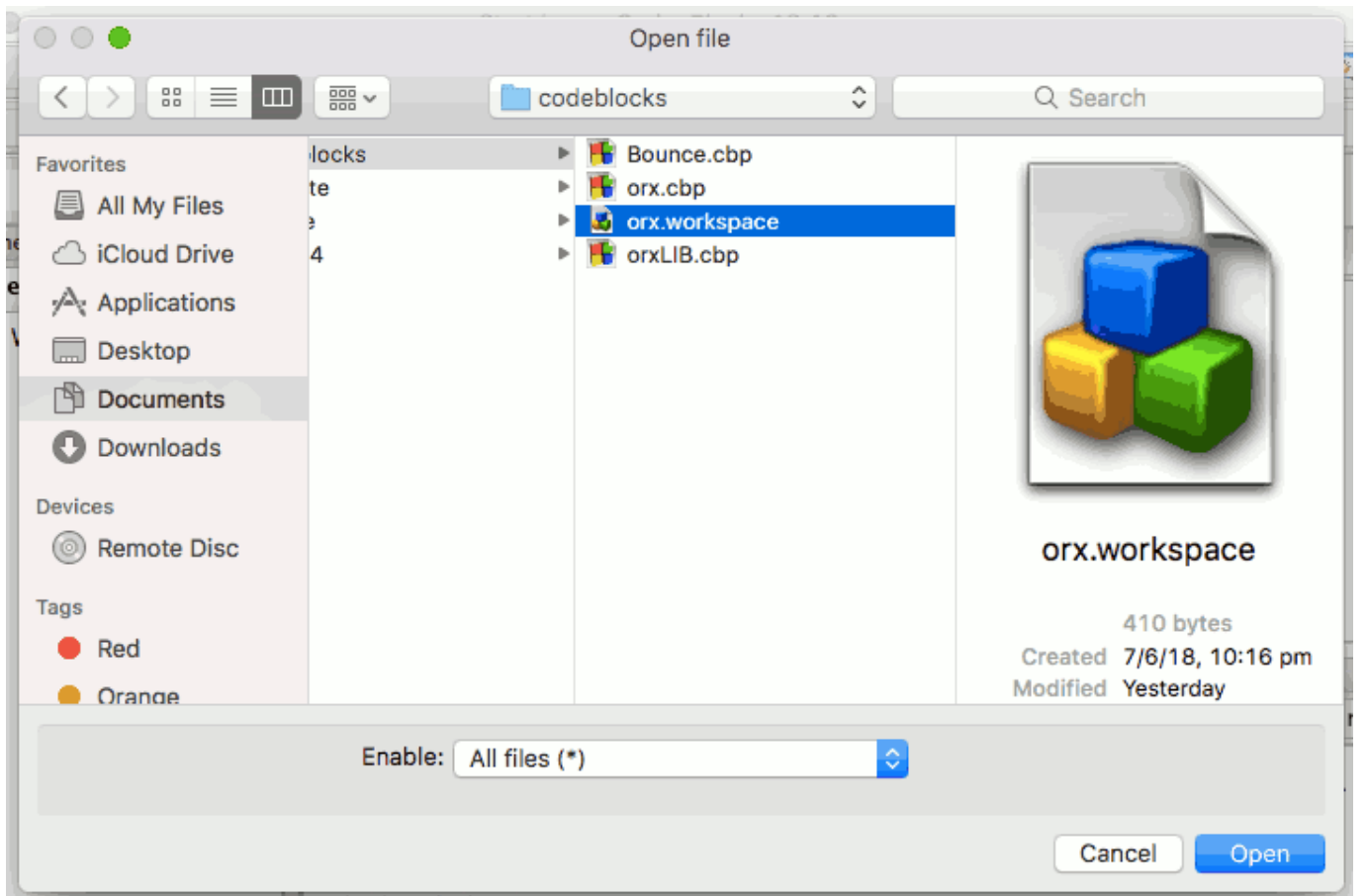
Launch Code::Blocks. If this is the first time you have launched it, you will be asked what compiler to use:



Both compilers listed will alias back to the same one on the Mac. So you can just pick the LLVM if you wish.

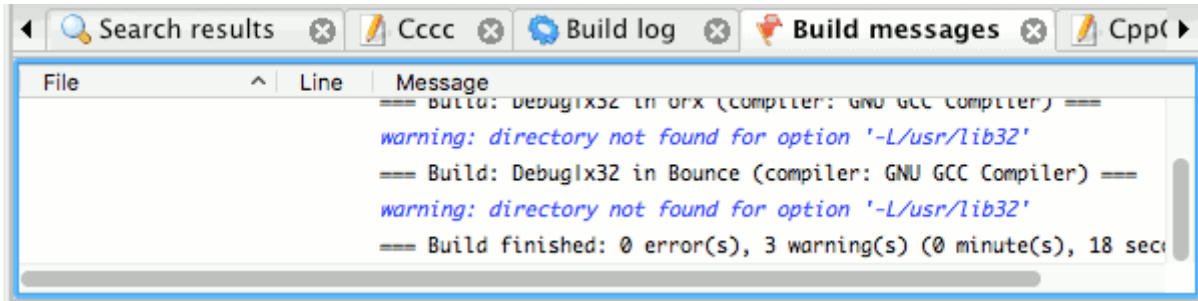


Use Code::Blocks to open the workspace at orx/code/build/mac/codeblocks:



Build the default config of Debug by selecting the Build Workspace menu from the Build menu.

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



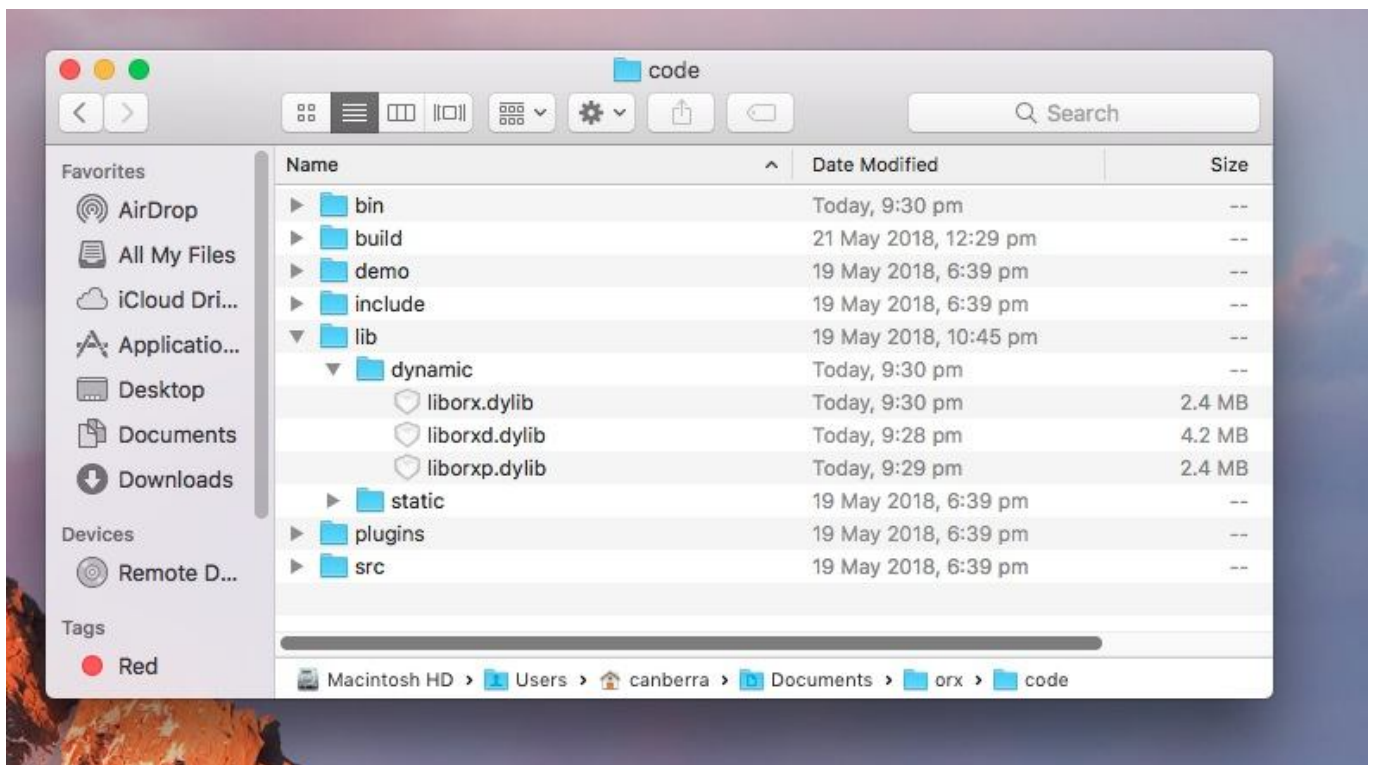
Now to change from the Debug|x64 build to the Profile|x64 build on the Workspace tab.

Then build again.

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

Finding our Orx libraries

These are saved to the orx/code/libs/dynamic folder. Use finder to take a look at the output:



You can see the liborx.dylib, liborxd.dylib and the liborxp.dylib versions.

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](#).

From:

<https://wiki.orx-project.org/> - **Orx Learning**

Permanent link:

https://wiki.orx-project.org/en/tutorials/orx/mac/building_orx_using_codeblocks_for_mac

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