

Creating your own orx/Scroll project using 'init'

You can easily generate an orx/Scroll project using `init` from the github version of Orx.

This article assumes that you have [downloaded the latest version of Orx from github](#) and have built Orx.

How to Create your own orx/Scroll project

There are two ways to create an orx/Scroll project. Firstly, using Interactive Mode:

```
init
```

Then follow all the prompts and choose yes when asked if you want to include scroll:

```
[Extension] scroll: C++ convenience layer with config-object binding? (no)
```

The second way is to specify everything on the commandline:

```
init myGameFolder/MyGame +scroll
```

Working with your project

Load your new orx/Scroll project using your favourite IDE. You'll find your build in the `build` folder.

Adding Scroll classes and Objects

Now you can begin working with your orx/Scroll project. The following tutorials will help get you up and going if you haven't used Scroll yet:

- [Introduction to Scroll](#)
- [Empty Scroll Project](#)

The default orx/Scroll project comes with some demo code and one demo Object to play around with.

Bootstrapping

The generated orx/Scroll project is set to bootstrap the default config file. You can read more about this process here: [bootstrapping the location of your first config file](#).

More about Init

You can read more about `init` and the other types of projects that can be auto-created with it at:
[Creating your own Orx-based Project using 'init'](https://wiki.orx-project.org/en/tutorials/orxscroll/creating_your_own_scroll_project_using_init?rev=1597927880)

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