Getting Started Learning Paths

Setting up a Development Environment

If you don't have a compiler and editor yet, these guides can help you get started with some choice suitable for Orx. Windows does not need any particular set up.

- Setting up a Development Environment on Linux
- Setting up a Development Environment for Mac OS X

Choosing a compiler and building Orx

- Building the Orx library on Windows with Visual Studio
- Compiling Orx with mingw32/gmake on Windows
- Building the Orx library on Linux with Codelite
- Building the Orx library on Linux with Code::Blocks
- Cloning and building the Orx library on the Mac
- Building the Orx library on a Mac with Codelite
- Building the Orx library on a Mac with Code::Blocks
- Building the Orx Library with Xcode on Mac OS X

Starting your own Orx based Project

- Creating your own Orx-based Project using 'init'
- Setting up a game project on the Mac

From:

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

Permanent link:

https://wiki.orx-project.org/snippets/getting_started_paths?rev=1648413622

Last update: **2022/03/27 13:40 (3 years ago)**