Drawing Lines

Code

```
orxSTATUS orxFASTCALL RenderEventHandler(const orxEVENT *_pstEvent) {
    if (_pstEvent->eType == orxEVENT_TYPE_RENDER){
        if(_pstEvent->eID == orxRENDER_EVENT_STOP){

            orxRGBA lineColour;
            lineColour.u8R = 255;
            lineColour.u8G = 128;
            lineColour.u8B = 90;
            lineColour.u8A = 255;

            orxVECTOR lineStart = {0, 0, 0};
            orxVECTOR lineEnd = {800, 600, 0};

            orxDisplay_DrawLine ( &lineStart, &lineEnd, lineColour);

        }
    }

    return orxSTATUS_SUCCESS;
}

orxSTATUS orxFASTCALL Init()
{
...
    orxEvent_AddHandler(orxEVENT_TYPE_RENDER, RenderEventHandler);
...
```

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

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https://www.orx-project.org/wiki/en/examples/drawing/drawing_lines?rev=1518583662

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