

# Tutorials in sources

This page centralizes the tutorials related to the samples found in the Orx sources.

The sources are located in `orx/tutorials/`.

```
269 /* Event handler
270 */
271 orxSTATUS orxFastcall EventHandler(c
272 {
273     orxSTATUS eResult = orxSTATUS_SUCC
274
275     /* Set shader param? */
276     if((_pstEvent->eType == orxEVENT_T
277     {
278         orxSHADER_EVENT_PAYLOAD *pstPayl
279
280     /* Gets its payload */
```

01. Object (viewport & object creation)

```
269 /* Event handler
270 */
271 orxSTATUS orxFastcall EventHandler(c
272 {
273     orxSTATUS eResult = orxSTATUS_SUCC
274
275     /* Set shader param? */
276     if((_pstEvent->eType == orxEVENT_T
277     {
278         orxSHADER_EVENT_PAYLOAD *pstPayl
279
280     /* Gets its payload */
```

02.

```
269 /* Event handler
270 */
271 orxSTATUS orxFastcall EventHandler(c
272 {
273     orxSTATUS eResult = orxSTATUS_SUCC
274
275     /* Set shader param? */
276     if((_pstEvent->eType == orxEVENT_T
277     {
278         orxSHADER_EVENT_PAYLOAD *pstPayl
279
280     /* Gets its payload */
```

Clock (callbacks with clocks)

03. Frame hierarchy (objects transformation)

```
269 /* Event handler
270 */
271 orxSTATUS orxFastcall EventHandler(c
272 {
273     orxSTATUS eResult = orxSTATUS_SUCC
274
275     /* Set shader param? */
276     if((_pstEvent->eType == orxEVENT_T
277     {
278         orxSHADER_EVENT_PAYLOAD *pstPayl
279
280     /* Gets its payload */
```

04. Animations (sprite animation)

```
269 /* Event handler
270 */
271 orxSTATUS orxFastcall EventHandler(c
272 {
273     orxSTATUS eResult = orxSTATUS_SUCC
274
275     /* Set shader param? */
276     if((_pstEvent->eType == orxEVENT_T
277     {
278         orxSHADER_EVENT_PAYLOAD *pstPayl
279
280     /* Gets its payload */
```

05. Multiple

```
269 /* Event handler
270 */
271 orxSTATUS orxFastcall EventHandler(c
272 {
273     orxSTATUS eResult = orxSTATUS_SUCC
274
275     /* Set shader param? */
276     if((_pstEvent->eType == orxEVENT_T
277     {
278         orxSHADER_EVENT_PAYLOAD *pstPayl
279
280     /* Gets its payload */
```

cameras & viewports

06. Sounds samples & music streams

```
269 /* Event handler
270 */
271 orxSTATUS orxFastcall EventHandler(c
272 {
273     orxSTATUS eResult = orxSTATUS_SUCC
274
275     /* Set shader param? */
276     if((_pstEvent->eType == orxEVENT_T
277     {
278         orxSHADER_EVENT_PAYLOAD *pstPayl
279
280     /* Gets its payload */
```

07. Special effects (FX)

```
269 /* Event handler
270 */
271 orxSTATUS orxFastcall EventHandler(c
272 {
273     orxSTATUS eResult = orxSTATUS_SUCC
274
275     /* Set shader param? */
276     if((_pstEvent->eType == orxEVENT_T
277     {
278         orxSHADER_EVENT_PAYLOAD *pstPayl
279
280     /* Gets its payload */
```

08. Physics on objects

```
269 /* Event handler
270 */
271 orxSTATUS orxFastcall EventHandler(c
272 {
273     orxSTATUS eResult = orxSTATUS_SUCC
274
275     /* Set shader param? */
276     if((_pstEvent->eType == orxEVENT_T
277     {
278         orxSHADER_EVENT_PAYLOAD *pstPayl
279
280     /* Gets its payload */
```

09. Scrolling (with parallax)

```
269 /* Event handler
270 */
271 orxSTATUS orxFastcall EventHandler(c
272 {
273     orxSTATUS eResult = orxSTATUS_SUCC
274
275     /* Set shader param? */
276     if((_pstEvent->eType == orxEVENT_T
277     {
278         orxSHADER_EVENT_PAYLOAD *pstPayl
279
280     /* Gets its payload */
```

10. Localization

```
269 /* Event handler
270 */
271 orxSTATUS orxFastcall EventHandler(c
272 {
273     orxSTATUS eResult = orxSTATUS_SUCC
274
275     /* Set shader param? */
276     if((_pstEvent->eType == orxEVENT_T
277     {
278         orxSHADER_EVENT_PAYLOAD *pstPayl
279
280     /* Gets its payload */
```

11. Spawner (of particles)

```
269 /* Event handler
270 */
271 orxSTATUS orxFastcall EventHandler(c
272 {
273     orxSTATUS eResult = orxSTATUS_SUCC
274
275     /* Set shader param? */
276     if((_pstEvent->eType == orxEVENT_T
277     {
278         orxSHADER_EVENT_PAYLOAD *pstPayl
279
280     /* Gets its payload */
```

12. Lighting (normal

maps + shaders)

From:

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

Permanent link:

[https://www.orx-project.org/wiki/en/examples/tutorials\\_in\\_sources/main](https://www.orx-project.org/wiki/en/examples/tutorials_in_sources/main)

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