

# 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_SUCCESS;
274
275     /* Set shader param? */
276     if(_pstEvent->eType == orxEVENT_TYPE_SHADER)
277     {
278         orxSHADER_EVENT_PAYLOAD *pstPayload = (orxSHADER_EVENT_PAYLOAD *)pstEvent->pstPayload;
279
280         /* Gets its payload */
281     }
282 }
```

Basic Animation

From:

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

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