

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
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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 */

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01. Object creation

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12. Lighting (spawners)

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12. Lighting

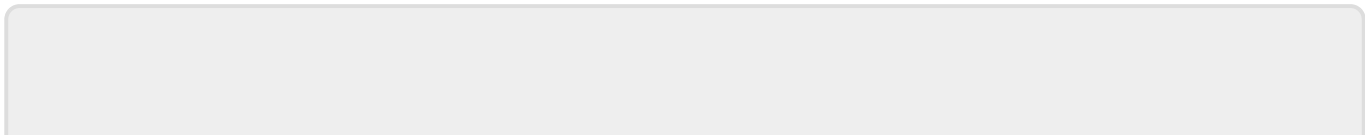
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(spawners)

12. Lighting (normal maps + spawners)



Last update: 2025/09/30 17:26 (8 months ago) en:examples:tutorials_in_sources:main https://www.orx-project.org/wiki/en/examples/tutorials_in_sources/main?rev=1601224905

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