

# 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 */
281 }
```

Clock (callbacks with clocks)

```
269 /* Event handler
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277     {
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279
280     /* Gets its payload */
281 }
```

& viewports

```
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```

Lighting (spawners)

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12. Lighting (spawners)

```
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12. Lighting (spawners)  
maps + shaders)

01. Object (viewport & object creation)

```
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280     /* Gets its payload */
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```

03. Frames hierarchy

```
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280     /* Gets its payload */
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```

04. Animations (sprite animation)

```
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```

05. Cameras

```
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12. Lighting (spawners)

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12. Lighting (spawners)

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12. Lighting (spawners)

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```

12. Lighting (normal

12. Lighting (spawners)

Last update:  
2025/09/30 en:examples:tutorials\_in\_sources:main https://www.orx-project.org/wiki/en/examples/tutorials\_in\_sources/main?rev=1601225312  
17:26 (12 days ago)

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Last update: **2025/09/30 17:26 (12 days ago)**

