

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)

```

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02.

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```

Clock (callbacks with clocks)

03. Frames hierarchy

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04. Animations (sprite animation)

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05. Cameras

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& viewports

12. Lighting (spawners)

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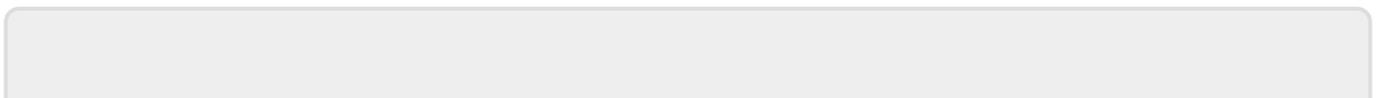
12. Lighting (spawners) maps + shaders)

```

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12. Lighting (normal



Last update: 2025/09/30 17:26 (7 months ago) en:examples:tutorials_in_sources:main https://www.orx-project.org/wiki/en/examples/tutorials_in_sources/main?rev=1601225312

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