

# Touch events

Touch inputs are done as events. To hook them up during initialisation:

```
orxEvt_AddHandler(orxEVENT_TYPE_SYSTEM, SomeControlUpdateFunction);
```

Then to test for them in your callback:

```
if (_pstEvent->eType == orxEVENT_TYPE_SYSTEM){
    if(_pstEvent->eID == orxSYSTEM_EVENT_TOUCH_BEGIN ){

        orxSYSTEM_EVENT_PAYLOAD *payload;
        payload = (orxSYSTEM_EVENT_PAYLOAD *) _pstEvent->pstPayload;
        orxVECTOR localTouchVector = { 0,0,0 };
        localTouchVector.fX = payload->stTouch.fX;
        localTouchVector.fY = payload->stTouch.fY;

    } else if(_pstEvent->eID == orxSYSTEM_EVENT_TOUCH_END ){

        orxLOG("EVENT_TOUCH_MOVE");

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        orxLOG("EVENT_TOUCH_MOVE");

    }
}
```

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

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