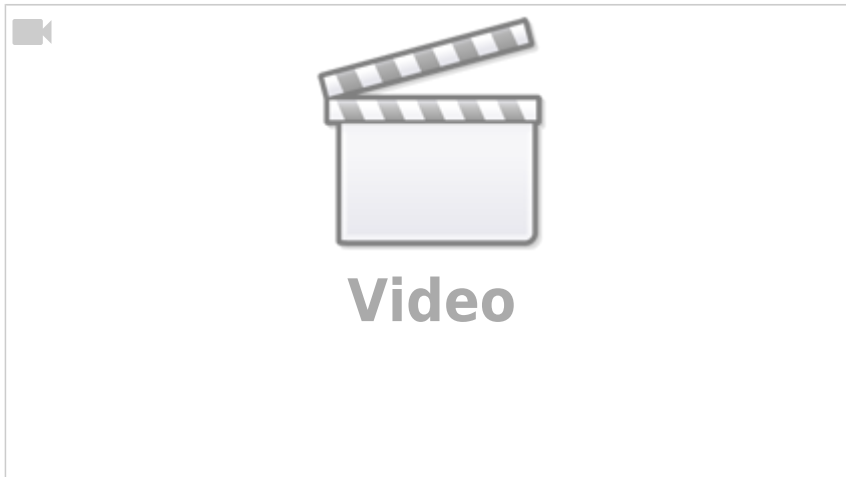


# Triggers

Triggers are a way to bind input events to an object and allow the running of commands when triggered. In this demo larwain demonstrates how to set up a new project with objects, inputs and their triggers.



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

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<https://www.orx-project.org/wiki/en/tutorials/input/triggers?rev=1732848549>

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