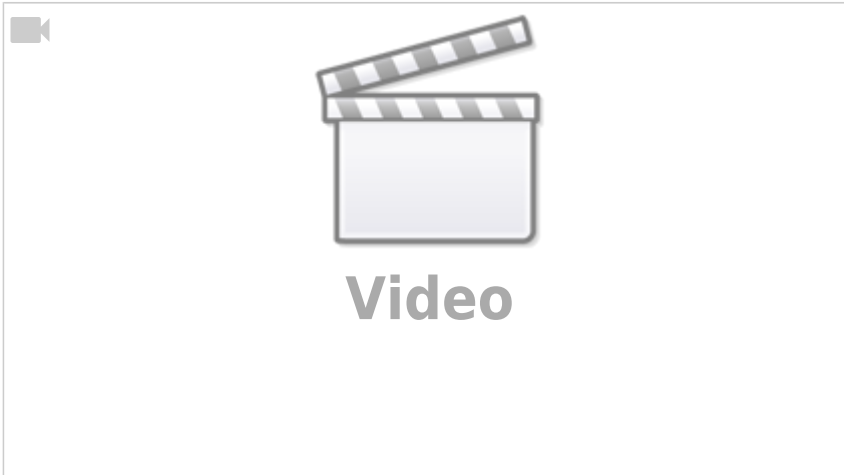


Triggers

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**

Permanent link:

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

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

