Drawing Boxes

Code

```
orxSTATUS orxFASTCALL RenderEventHandler(const orxEVENT *_pstEvent) {
    if (_pstEvent->eType == orxEVENT_TYPE_RENDER){
        if(_pstEvent->eID == orxRENDER_EVENT_STOP){

            orxVECTOR topLeft = { -100, -50, 0 };
            orxVECTOR size = { 200, 100, 0 };

            orxOBOX boxArea;

            orxVECTOR pivot = { 0, 0, 0 };

            orxRGBA colour;
            colour.u8R = 0;
            colour.u8G = 255;
            colour.u8B = 128;
            colour.u8A = 50;

            orxOBox_2DSet(&boxArea, &topLeft, &pivot, &size, 0);

            orxDisplay_DrawOBox( &boxArea, colour, orxTRUE);

        }
    }

    return orxSTATUS_SUCCESS;
}

orxSTATUS orxFASTCALL Init()
{
...
    orxEvent_AddHandler(orxEVENT_TYPE_RENDER, RenderEventHandler);
...
```

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

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