

# Drawing Lines

## Code

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

            orxRGBA lineColour;
            lineColour.u8R = 255;
            lineColour.u8G = 128;
            lineColour.u8B = 90;
            lineColour.u8A = 255;

            orxVECTOR lineStart = {0, 0, 0};
            orxVECTOR lineEnd = {800, 600, 0};

            orxDisplay_DrawLine (&lineStart, &lineEnd, lineColour);

        }
    }

    return orxSTATUS_SUCCESS;
}

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

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