

Examples

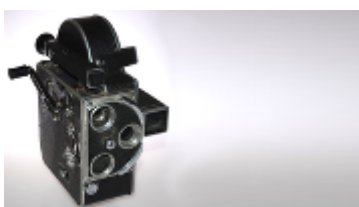
Select a category below, or search for a topic.

[Contributions](#) very welcome.

Categories



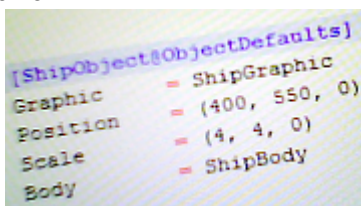
Animation



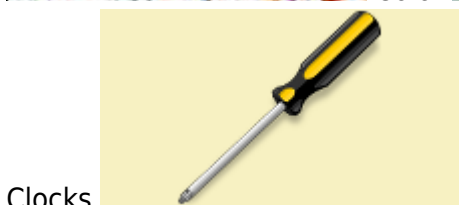
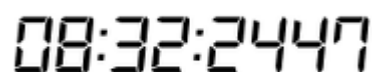
Cameras



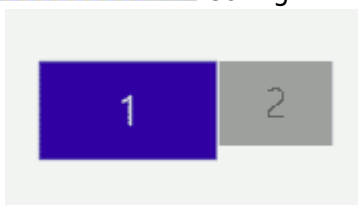
Color



Config



Debugging



Display



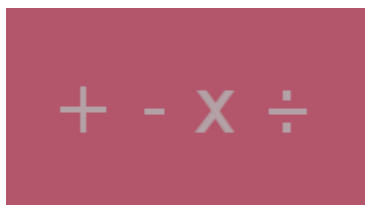
Drawing



FX



Input



Maths and Vectors



Objects / Sprites



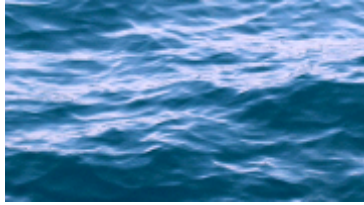
Orx/Scroll



Physics



Resource Management



Shaders

```
269 /* Event handler
270 */
271 orxSTATUS orxFastCall EventHandler(c
272 {
273   orxSTATUS eResult = orxSTATUS_SUCC
274
275   /* Set shader param? */
276   if((_pstEvent->eType == orxEVENT_T
277     {
278     orxSHADER_EVENT_PAYLOAD *pstPayl
279
280   /* Gets its payload */
```

Sources

samples



Spawners



Strings



Text and Fonts

```
: 0xFFFFFFFFFFFFFFFF
Object.create Object
: 0x000000001000002F
Object.create Hero_
```

Tracks / Commands

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

Permanent link: <https://orx-project.org/wiki/en/examples/main?rev=1601211162>

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