

# Examples

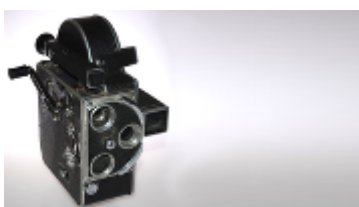
Select a category below, or search for a topic.

[Contributions](#) very welcome.

## Categories



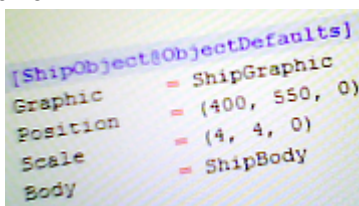
Animation



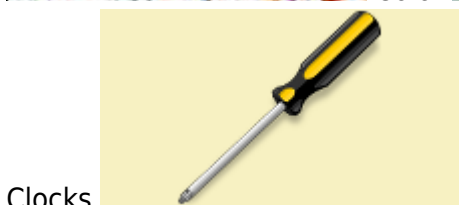
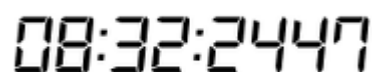
Cameras



Color



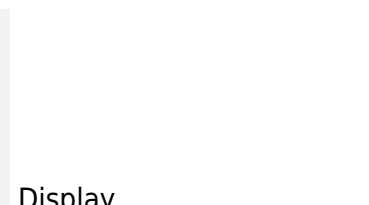
Config



Clocks



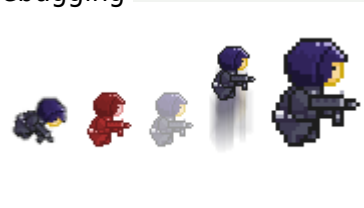
Debugging



Display



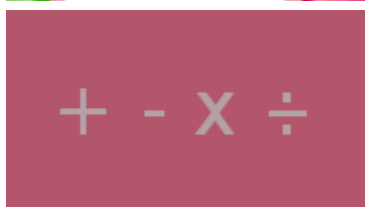
Drawing



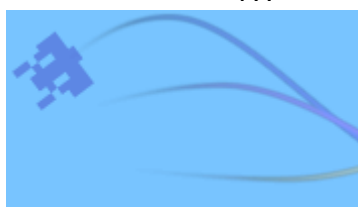
FX



Input



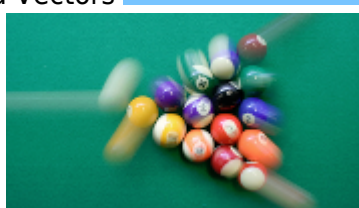
Maths and Vectors



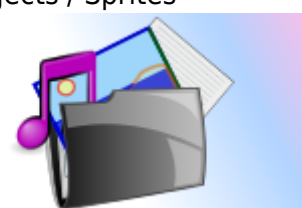
Objects / Sprites



Orx/Scroll



Physics





Shaders



Spawners

Resource Management



Strings



Text and Fonts

```
: 0xFFFFFFFFFFFFFFFF
Object.create Object
: 0x000000010000002F
Object.create Hero_
```

Tracks / Commands

```
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 */
```

Tutorials in sources

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

Permanent link: <https://orx-project.org/wiki/en/examples/main?rev=1601212120>

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