

# Tutorials in sources

This page centralizes the tutorials related to the samples found in the Orx sources.

The sources are located in `orx/tutorials/` .

```
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 */
```

Basic Animation

From:

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

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[https://orx-project.org/wiki/en/examples/tutorials\\_in\\_sources/main?rev=1601224129](https://orx-project.org/wiki/en/examples/tutorials_in_sources/main?rev=1601224129)

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