

# 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 */

```

01. Object creation

```

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 */

```

12. Lighting (spawners)

```

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 */

```

12. Lighting (spawners)

```

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 */

```

12. Lighting

```

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 */

```

(spawners)

12. Lighting (spawners)

```

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 */

```

12.

```

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 */

```

Lighting (spawners)

12. Lighting (spawners)

```

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 */

```

12. Lighting (spawners)

12. Lighting (spawners)

```

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 */

```

12. Lighting (spawners)

```

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 */

```

```

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 */

```

12. Lighting (spawners)

```

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 */

```

12. Lighting

```

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 */

```

(spawners)

12. Lighting (normal maps + spawners)

Last update:  
2025/09/30  
17:26 (9  
months ago)

en:examples:tutorials\_in\_sources:main [https://orx-project.org/wiki/en/examples/tutorials\\_in\\_sources/main?rev=1601224905](https://orx-project.org/wiki/en/examples/tutorials_in_sources/main?rev=1601224905)

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

Permanent link:  
[https://orx-project.org/wiki/en/examples/tutorials\\_in\\_sources/main?rev=1601224905](https://orx-project.org/wiki/en/examples/tutorials_in_sources/main?rev=1601224905)

Last update: **2025/09/30 17:26 (9 months ago)**

