

# 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 (viewport & object creation)

```

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02.

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```

Clock (callbacks with clocks)

03. Frames hierarchy

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04. Animations (sprite animation)

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05. Cameras

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& viewports

12. Lighting (spawners)

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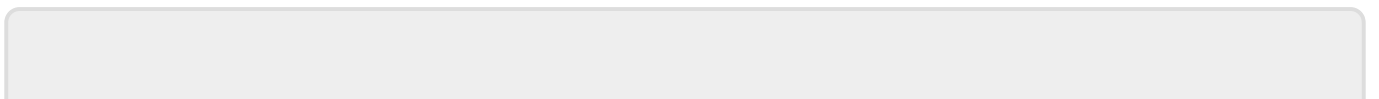
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12. Lighting (normal maps + shaders)



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=1601225312](https://orx-project.org/wiki/en/examples/tutorials_in_sources/main?rev=1601225312)

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