

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)

```

269 /* Event handler
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271 orxSTATUS orxFastcall EventHandler(c
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275   /* Set shader param? */
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279
280   /* Gets its payload */

```

02.

```

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277   {
278     orxSHADER_EVENT_PAYLOAD *pstPayl
279
280   /* Gets its payload */

```

Clock (callbacks with clocks)

03. Frames hierarchy

```

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275   /* Set shader param? */
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277   {
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279
280   /* Gets its payload */

```

04. Animations (sprite animation)

```

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277   {
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279
280   /* Gets its payload */

```

05. Multiple

```

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277   {
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279
280   /* Gets its payload */

```

cameras & viewports

06. Sounds samples & music streams

```

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275   /* Set shader param? */
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277   {
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279
280   /* Gets its payload */

```

07. Special effects (FX)

```

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280   /* Gets its payload */

```

08. Physics on objects

```

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277   {
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279
280   /* Gets its payload */

```

09. Scrolling (with parallax)

```

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277   {
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280   /* Gets its payload */

```

10. Localization

```

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277   {
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279
280   /* Gets its payload */

```

11. Spawner (of particles)

```

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277   {
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279
280   /* Gets its payload */

```

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=1601225890

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