Tutorials in sources

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

The sources are located in orx/tutorials/.

```
orxSTATUS eResult = orxSTATUS_SUCC
                                                                                          orxSTATUS eResult = orxSTATUS SUCC
          HADER_EVENT_PAYLOAD *pstPayl
                                  01. Object (viewport & object creation)
                                           orxSHADER_EVENT_PAYLOAD *pstPayl
Clock (callbacks with clocks)
                                                                      03. Frames hierarchy
     orxSTATUS eResult = orxSTATUS_SUCC
                                                                                  orxSTATUS eResult = orxSTATUS_SUCC
       orxSHADER_EVENT_PAYLOAD *pstPay:
                                                                                    orxSHADER_EVENT_PAYLOAD *pstPayl
                                  04. Animations (sprite animation)
                                                                                                               05. Multiple
cameras & viewports
                                                             06. Sounds samples & musics streams
     orxSTATUS eResult = orxSTATUS_SUCC
                                                                     orxSTATUS eResult = orxSTATUS_SUCC
       rxSHADER_EVENT_PAYLOAD *pstPayl
                                  07. Special effects (FX)
                                                                                                   08. Physics on objects
                                  09. Scrolling (with parallax)
                                                                                                        10. Localization
     orxSTATUS eResult = orxSTATUS_SUCC
                                                                         orxSTATUS eResult = orxSTATUS_SUCC
       orxSHADER_EVENT_PAYLOAD *pstPayl
                                                                          orxSHADER_EVENT_PAYLOAD *pstPayl
                                 11. Spawner (of particles) 🌃
                                                                                                     12. Lighting (normal
maps + shaders)
```

2025/09/30 17:26 (6 weeks en:examples:tutorials_in_sources:main https://orx-project.org/wiki/en/examples/tutorials_in_sources/main?rev=1601225890

From:

ago)

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