

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 */

```

```
269 /* Event handler
270 */
271 orxSTATUS orxFASTCALL EventHandler(c
272 {
273     orxSTATUS eResult = orxSTATUS_SUCC
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275     /* Set shader param? */
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279
280         /* Gets its payload */

```

01. Object (viewport & object creation)

02.

Clock (callbacks with clocks)

```
269 /* Event handler
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277     {
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279
280         /* Gets its payload */

```

04. Animations (sprite animation)

cameras & viewports

```
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280         /* Gets its payload */

```

07. Special effects (FX)

```
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277     {
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279
280         /* Gets its payload */

```

09. Scrolling (with parallax)

```
269 /* Event handler
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271 orxSTATUS orxFASTCALL EventHandler(c
272 {
273     orxSTATUS eResult = orxSTATUS_SUCC
274
275     /* Set shader param? */
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277     {
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280         /* Gets its payload */

```

11. Spawner (of particles)

maps + shaders)

```
269 /* Event handler
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280         /* Gets its payload */

```

03. Frame hierarchy (objects transformation)

```
269 /* Event handler
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277     {
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279
280         /* Gets its payload */

```

05. Multiple

06. Sounds samples & musics streams

```
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```

08. Physics on objects

```
269 /* Event handler
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277     {
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279
280         /* Gets its payload */

```

10. Localization

```
269 /* Event handler
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277     {
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279
280         /* Gets its payload */

```

12. Lighting (normal

Last update:

2025/09/30

17:26 (3

months ago)

en:examples:tutorials_in_sources:main https://orx-project.org/wiki/en/examples/tutorials_in_sources/main?rev=1601225967

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