Touch events

Touch inputs are done as events. To hook them up during initialisation:

```
    orxEvent_AddHandler(orxEVENT_TYPE_SYSTEM, SomeControlUpdateFunction);
```

Then to test for them in your callback:

```
    if (_pstEvent->eType == orxEVENT_TYPE_SYSTEM){
        if(_pstEvent->eID == orxSYSTEM_EVENT_TOUCH_BEGIN ){

            orxSYSTEM_EVENT_PAYLOAD *payload;
            payload = (orxSYSTEM_EVENT_PAYLOAD *) _pstEvent->pstPayload;
            orxVECTOR localTouchVector = { 0,0,0 };
            localTouchVector.fX = payload->stTouch.fX;
            localTouchVector.fY = payload->stTouch.fY;


        } else if(_pstEvent->eID == orxSYSTEM_EVENT_TOUCH_END  ){

            orxLOG("EVENT_TOUCH_MOVE");

        } else if(_pstEvent->eID == orxSYSTEM_EVENT_TOUCH_MOVE  ){

            orxLOG("EVENT_TOUCH_MOVE");

        }
    }
```

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

Permanent link:
https://orx-project.org/wiki/en/orx/config/settings_main/touch_events?rev=1382918418

Last update: **2025/09/30 17:26 (13 months ago)**