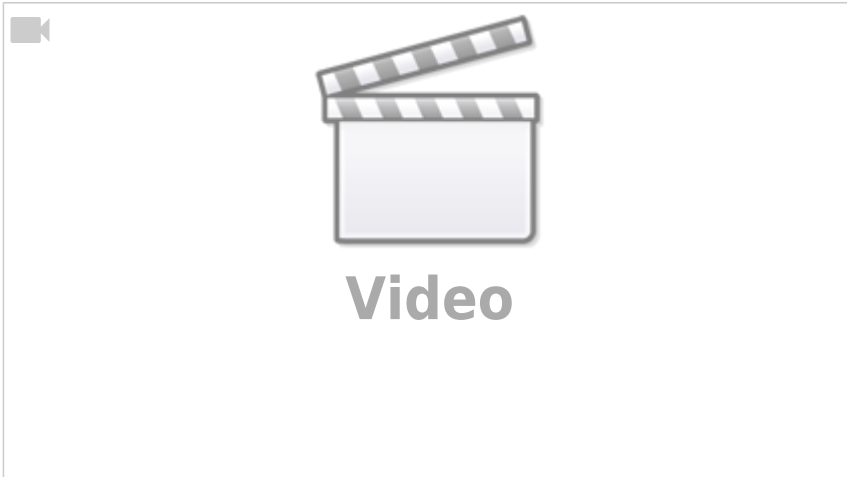


Triggers

Triggers are a way to bind input events to an object and allow the running of commands when triggered. In this demo larwain demonstrates how to set up a new project with objects, inputs and their triggers.



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

Permanent link:
<https://orx-project.org/wiki/en/tutorials/input/triggers>

Last update: **2024/11/28 18:49 (4 months ago)**

