

**EVENTS 2.0**

**FOR**

**UNITY**

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# 1. Overview

Thanks for purchasing **Events 2.0 for Unity**. It's almost like the current **Unity Event**, but with a few upgrades. With it, the possibilities of improving your game are tremendous. Check the **Sample Scene** under **Assets/Gabriel Pereira/Events 2.0 for Unity/Examples**.

This package was created using Unity **2017.1.0f3**, so please make sure to use this version or later.

## 2. Events 2.0

This package is based on the current Unity Event and the upgrades are listed below.

### a. Multiple parameters

You can set multiple parameters in a method (see Image 1 below).

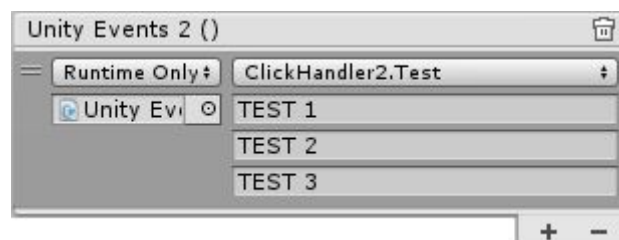


Image 1

### b. Reorder events

You can reorder events. For that, just click and drag to the position you need (see Image 2 below)

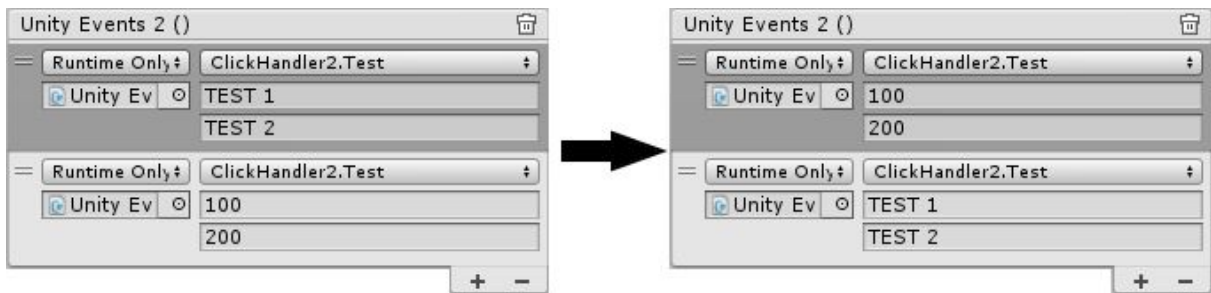


Image 2

### c. Enum

It is possible to use enum parameters (see Image 3 below).

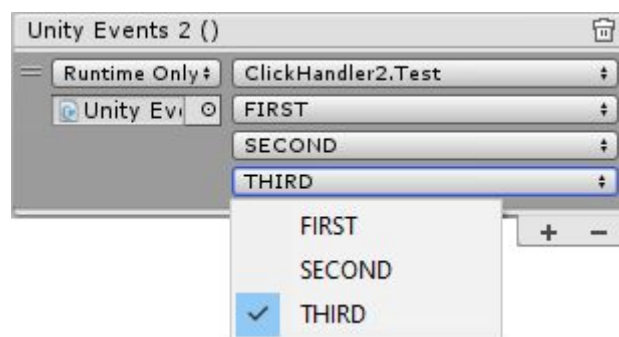


Image 3

### d. Vector2, Vector3 and Vector4

It's possible now to inform a Vector2, Vector3 or Vector4 parameter (see Image 4 below)

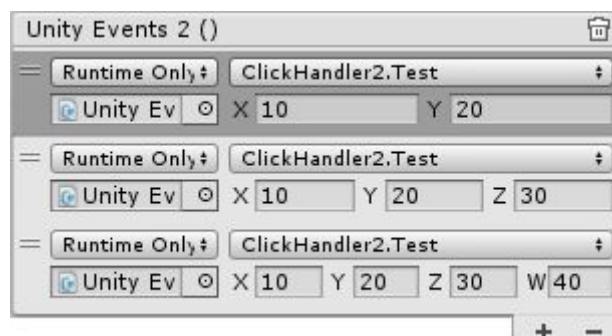


Image 4

## e. Color

Now, you can inform a color through a parameter (see Image 5 below)

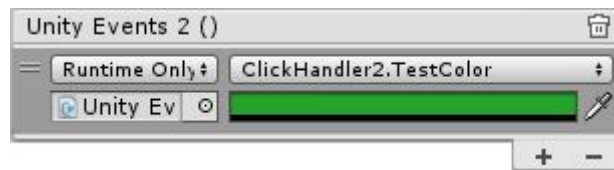


Image 5

## f. LayerMask

You can inform a LayerMask parameter (see Image 6 below)

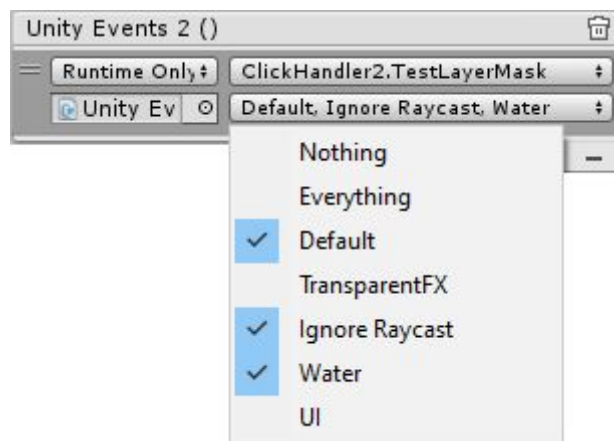


Image 6

## g. Layer

Instead of informing a Layer by its index or name, you can inform via a popup. Check the method TestLayer in ClickHandler2.cs script (see Image 7 below)

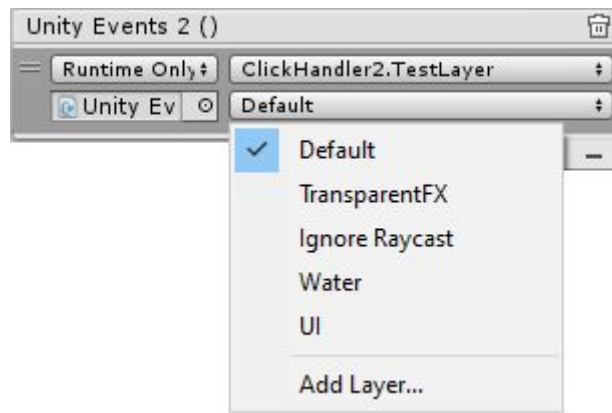


Image 7

## h. Delete all events

In case you have a lot of events and want to delete them all, just click on the trash can to the upper right (see Image 7 below)

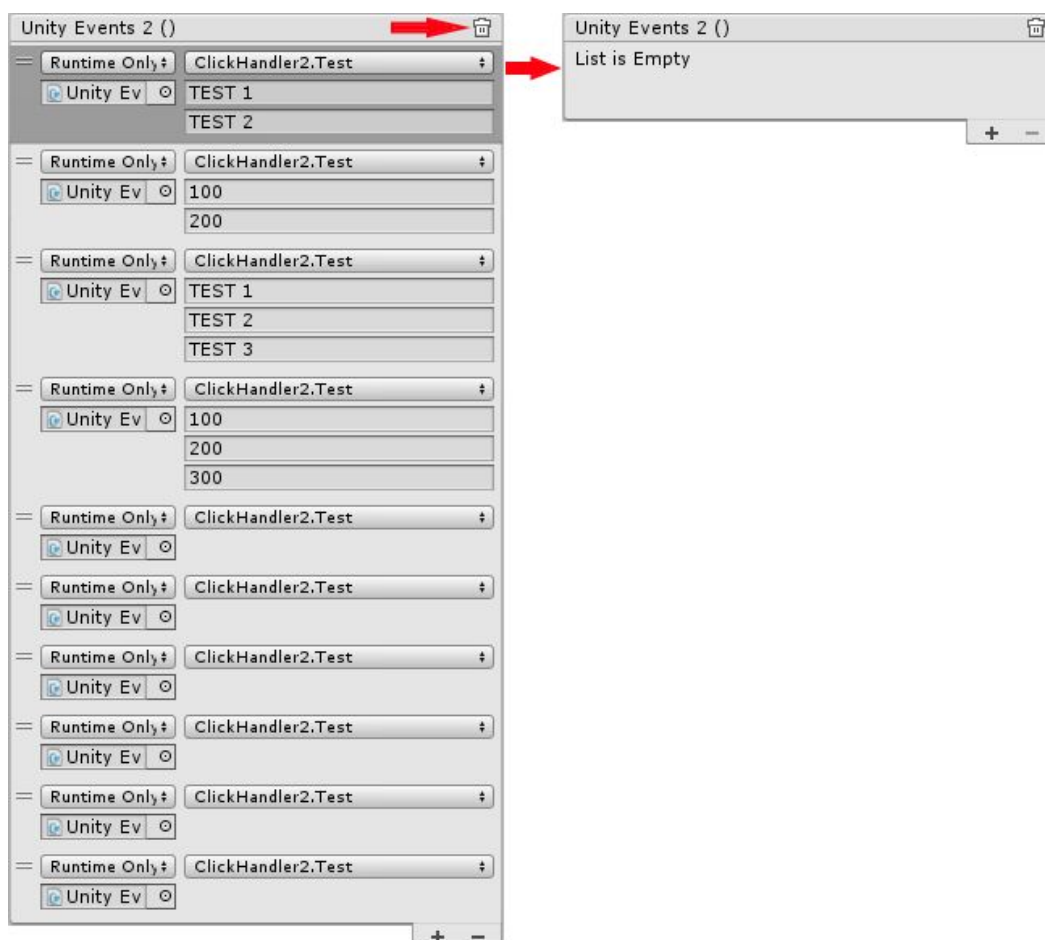


Image 7

## 3.UI 2.0

The Unity's UI components were upgraded as well to use **Events 2.0**. Every component has its “component 2.0”, such as:

- Button > Button 2.0
- Toggle > Toggle 2.0
- Slider > Slider 2.0
- Etc

You can access these components in **GameObject > UI** menu or just go to **Create > UI** menu in Hierarchy window (see Image 8 and 9 below). For more information on these components, check the **Sample UI Scene** under **Assets/Gabriel Pereira/Events 2.0** for **Unity/Examples**.

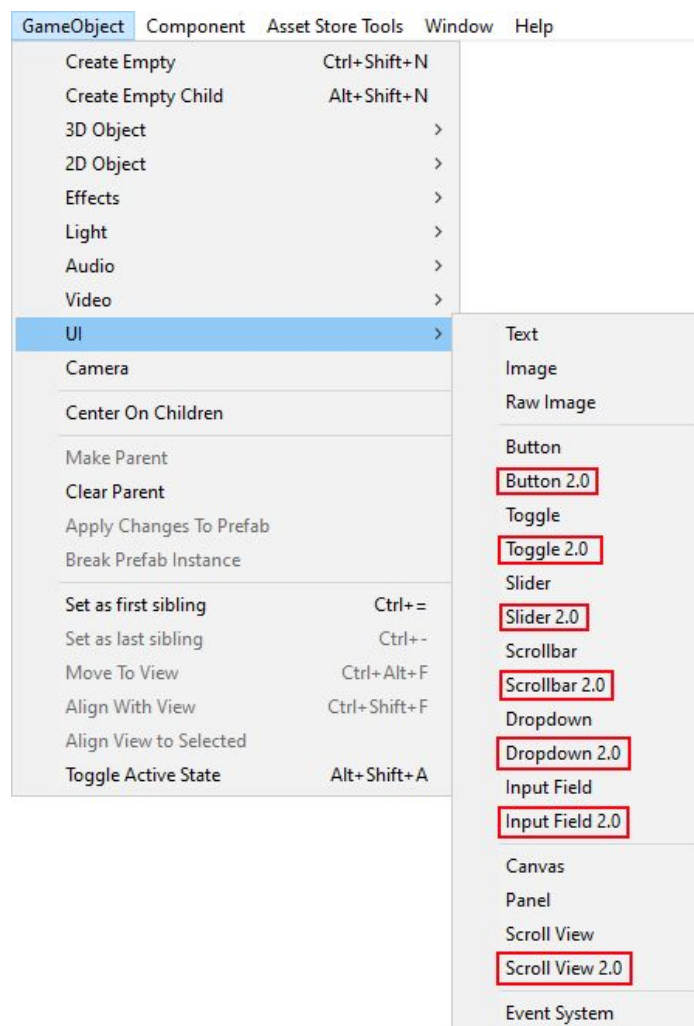


Image 8

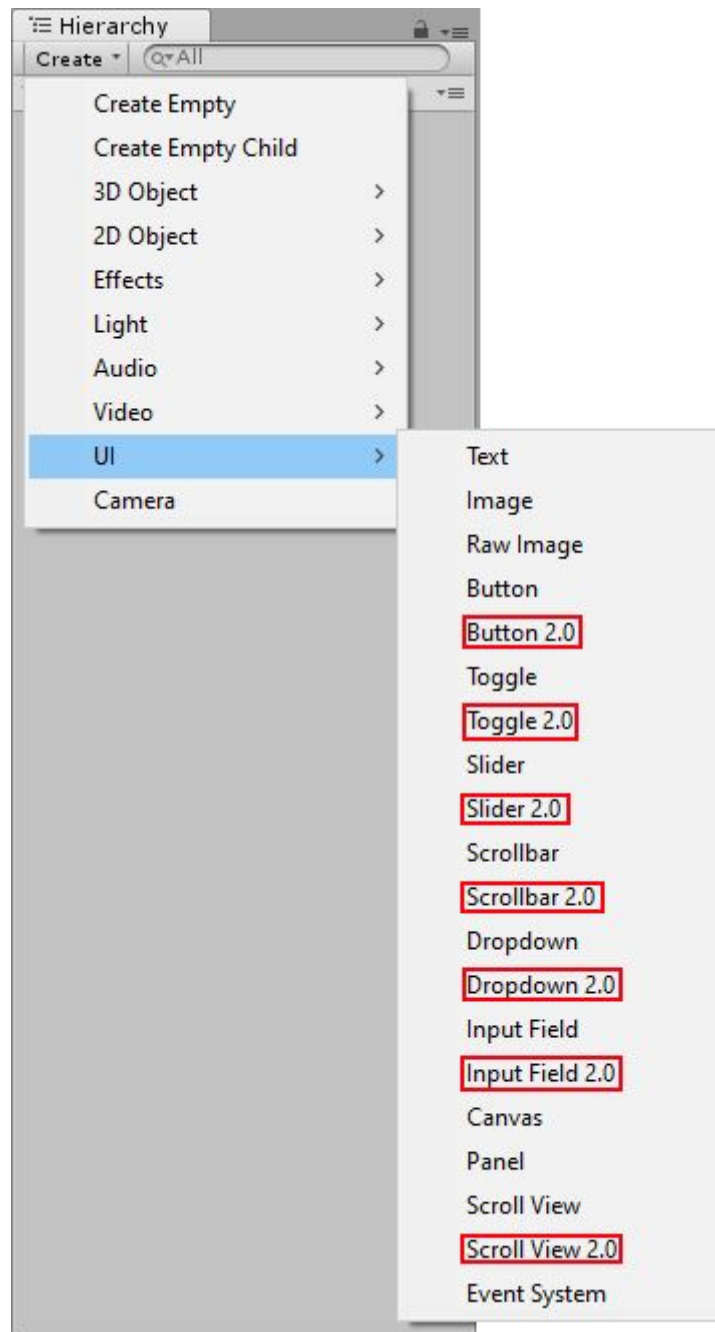


Image 9