Delayed Events: Usage

Required Modules

Runtime Timers

Usage

You can use delayed events from the `DelayedEvt.cs` class. It works exactly the same as the standard `Evt.cs` class with the exception of the raise method having an extra option parameter for the delay. The delay is defined in seconds, with the option to use scaled time for the delay if needed. By default all delayed events will used unscaled time.

```
private DelayedEvt DelayedEventExample = new DelayedEvt();
private DelayedEvt<string> DelayedEventParamExample = new DelayedEvt<string>();


private void OnEnable()
{
    DelayedEventExample.Raise(2.5f);
    DelayedEventParamExample.Raise(2.5f, "Hello", false);
}
```