

Working with Multiple Subscribers



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Creating a Parameterized Event



Coming Up



Points of Reference



A subscriber must have a
reference to publisher.



Understanding and
managing references is
critical to an event strategy.



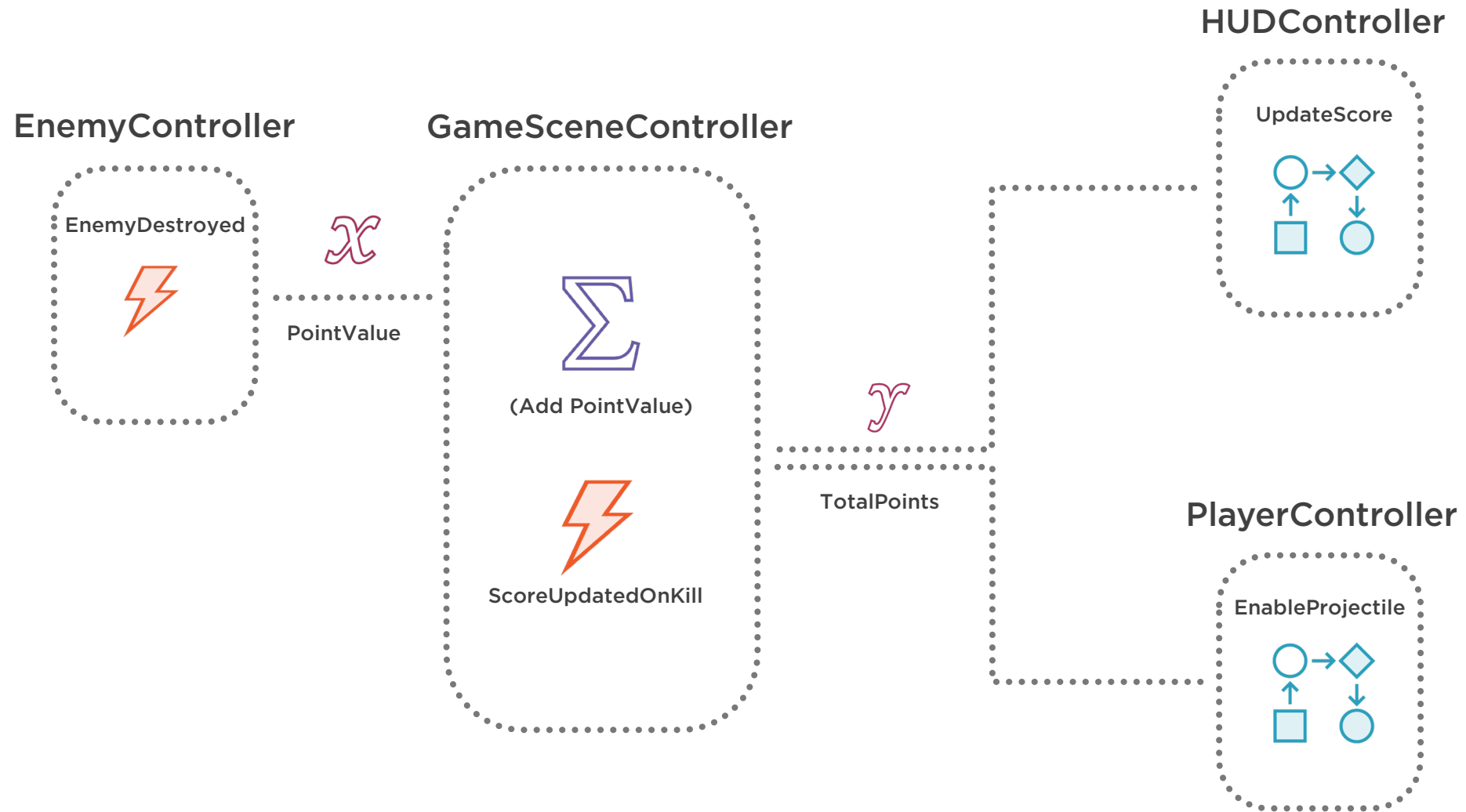
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Multiple Subscribers



Relaying Events



EnemyController Access

PlayerController



HUDController



GameSceneController



Module Conclusion



C# Action Delegates

In C# Actions are types in the System namespace that allow you to encapsulate methods without explicitly defining a delegate.



Module Summary



Delegation and the Delegate type

C# Events

Multiple subscribers

Managing references

Relaying events

C# Actions



Coming Up

