

Ultimate Event

Ultimate Event Manual
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Publisher: Infinite Dawn
Author: Tamerlan Shakirov
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1. Introduction

Ultimate Event is a professional framework with which you can create unique events and flexibly configure them. This framework is suitable for all developers, both designers and programmers. Ultimate Event - ideal for everyone, both indie developers and large teams.

Quality. Ultimate Event is constantly expanding, regular updates are coming out that improve performance, and new features are constantly being added.

Support. We are always glad to our clients and we maintain constant contact with them, answer all questions and even help in the development of their projects, help write scripts, etc., our support is one of the best in the Asset Store.

Updates. We release only free updates, we are adherents of the principle "Once pay and use". Absolutely all major updates and the addition of new features will be free of charge.

Our other projects:

Unreal FPS – professional framework for creating shooters.

Advanced Logger - powerful screen, console, file logger.

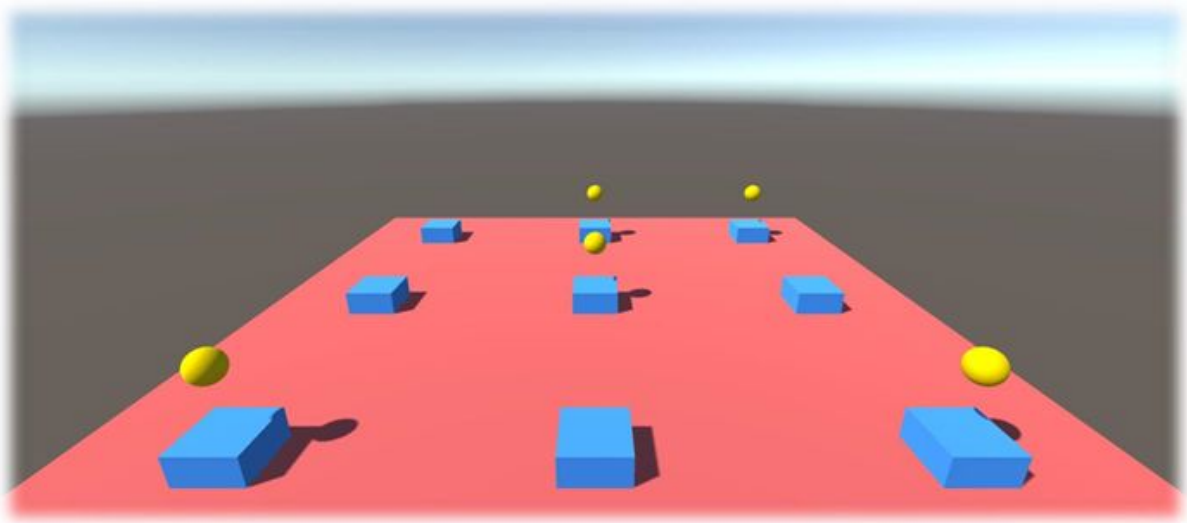
EUI: Easy UI Input - powerful and very easy to use system for processing UI elements.

2. Quick Start

In order to try the basic functions

Open the demo scene:

Ultimate Event → *Demo Scene* → *Demo.scene*



3. Events

3.1 Mono events

Mono events are events that are played in the game world, regardless of triggers. They play every frame from the moment the event starts and until they are stopped or completed.

3.2 Enter Trigger events

Enter Trigger events are events that are played when the object enters the trigger. They play once per frame.

3.3 Stay Trigger events

Stay Trigger events are events that are played at a time while the object is in a trigger. They are played every frame from the moment the object enters the trigger later from the start of the event and until the object exits the trigger or the event is stopped or terminated.

3.4 Exit Trigger events

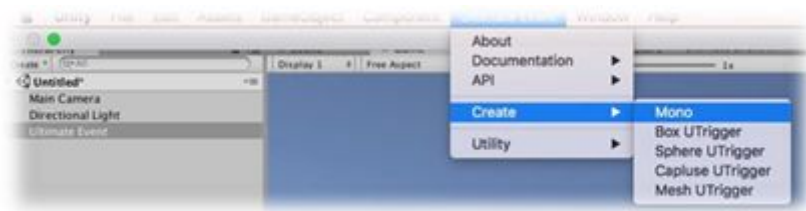
Exit Trigger events are events that are played when the object exits the trigger. They play once per frame.

4. Create event

4.1 Create event object

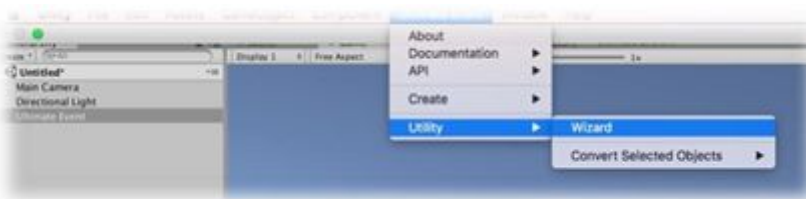
Go to the tab:

Ultimate Event → Create → Select Event type

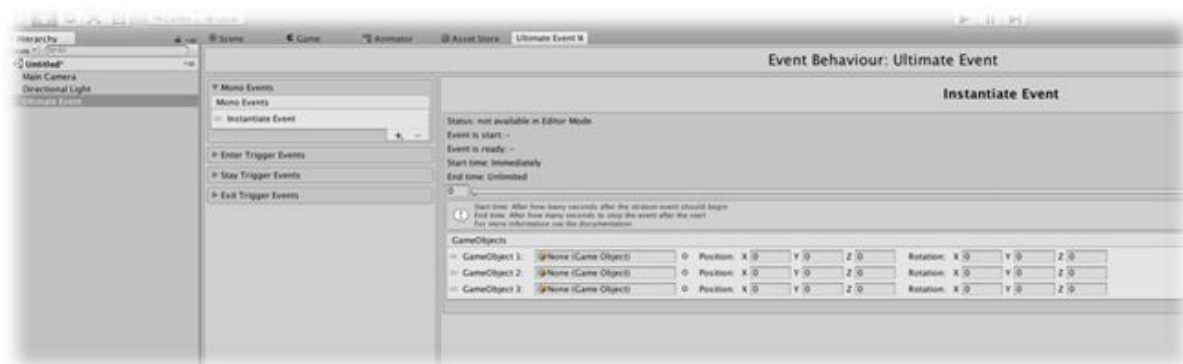


Open the event editor, for this go to the tab:

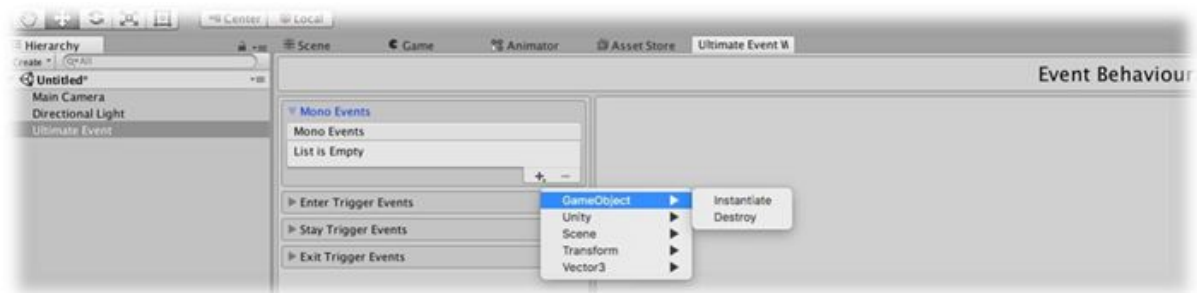
Ultimate Event → Event Manager



Select the created object and go to the event editor



4.2 Create event



For create event:

1. Expand the type of event you need
2. Click on the button +
3. Select the desired group
4. Click on the event

4.3 Delete event



For delete event:

1. Click on the event
2. Click on the button –

5. Set up the event

Each event has the following properties:

1. Name - Event name
2. Event Delay - This event will wait for the end of all events added in Event Delay
1. Start – This value indicates whether the event started.
2. Ready - This value indicates whether the event was completed.
3. Start time - This value displays after how many seconds event can start.
4. End time - This value displays after how many seconds after the start, event terminate.

Each event has its own unique GUI interface in the Ultimate Event Wizard, which you can change yourself.

In order to learn how to create or modify GUI events, refer to the Ultimate Event API.

For example, Instantiate Event



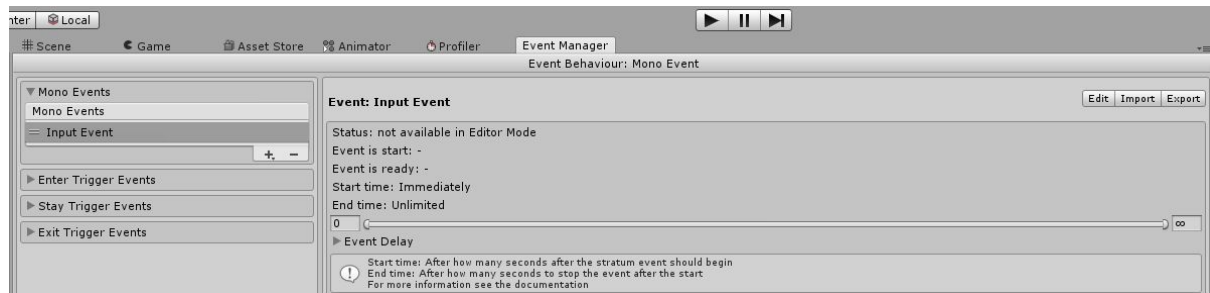
For add GameObject:

1. Click on the button +
2. Add in the Game Object (i) the object you want to create.
3. Position, specify the position of the object creation.
4. Rotation, gameobject rotation when object creation

Deleting an object follows the same principle as deleting an event.

5.1 Export and Import

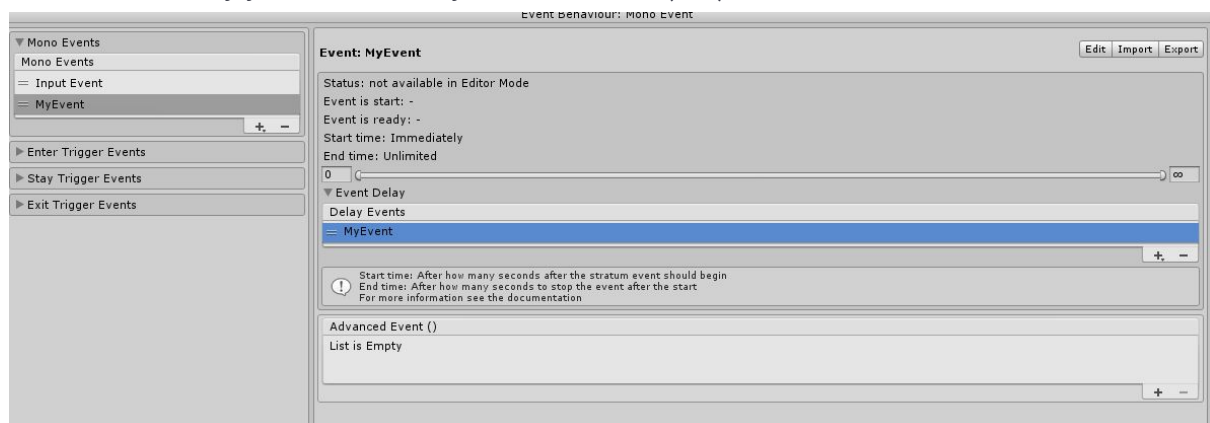
Each event can be exported to disk, you can also import third-party events that have been made using Ultimate Event



5.2 Sequential events

Ultimate Event has a system of sequential events, which means you can start certain events after another specific event has ended.

In the Event Delay you can add only created event ([4.2](#))



6. Converting Objects to UEvent Behavior

Any objects can be converted to UEvent Behavior

To do this, select the object(s) you want to convert, go to the tab, select the desired type.

Ultimate Event → Utility → Convert → Selector Objects

