

# InvokeRepeating

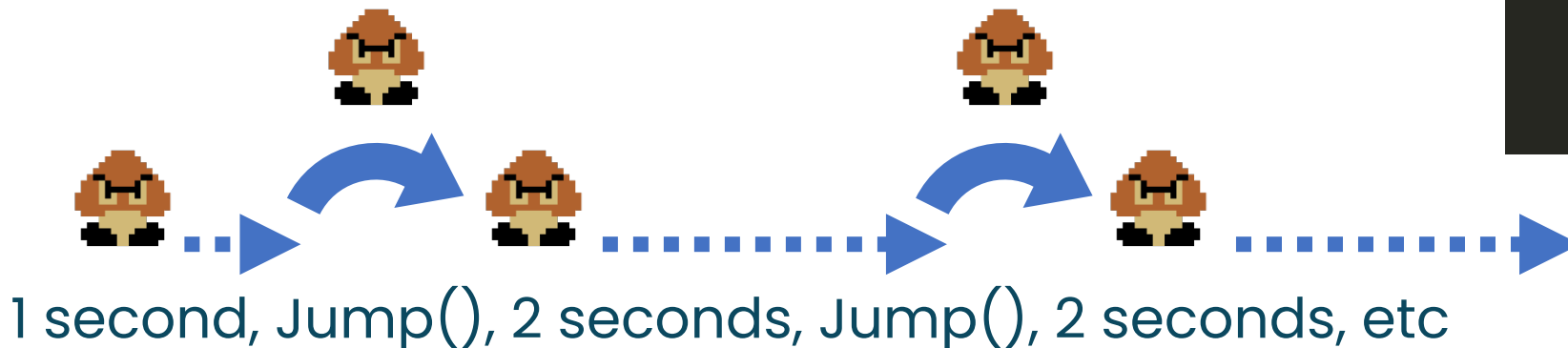
- Run a function repeatedly
- CancelInvoke will stop all instances of InvokeRepeating

```
private float startDelayTime = 1f; // wait 1 second, then start
private float intervalInSeconds = 2f; // call the function every 2 seconds

private void Start()
{
    InvokeRepeating("Jump", startDelayTime, intervalInSeconds);
}

public void Jump()
{
    _rb.velocity = new Vector2(_rb.velocity.x, JumpVelocity);
}
```

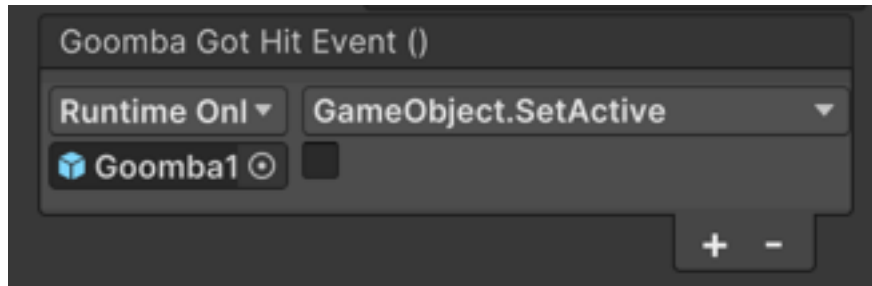
```
private void OnDisable()
{
    CancelInvoke();
}
```



# Events & Listeners

## UnityEvent

### 1. Configurable in Inspector



### 2. AddListener in script

```
private void Start()
{
    GoombaGotHitEvent.AddListener(DisableGoomba);
}

void DisableGoomba()
{
    Goomba.SetActive(false);
}
```

```
public UnityEvent GoombaGotHitEvent;

public void OnCollisionEnter2D(Collision2D collision)
{
    GoombaGotHitEvent.Invoke();
}
```

