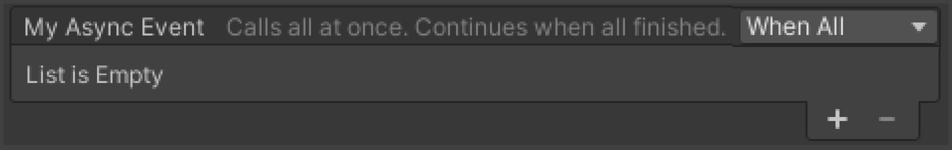
# How to use

If you're familiar with the UnityEvent, then this will be no problem, but AsyncEvent does have a few extra features.

## Adding methods

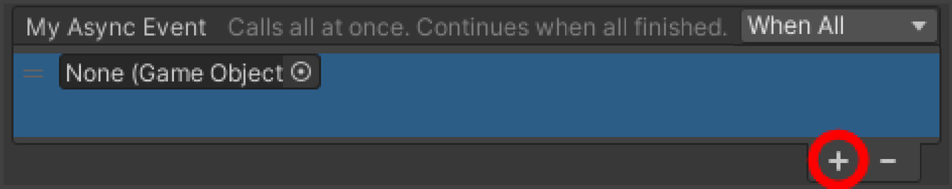
Once you've added your AsyncEvent in code, it should look something like this:



My Async Event Calls all at once. Continues when all finished. When All

List is Empty

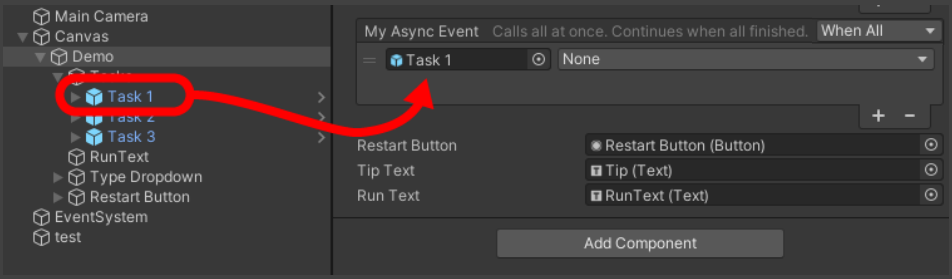
You can use the '+' and '-' to add or remove calls.



My Async Event Calls all at once. Continues when all finished. When All

None (Game Object

Then you just drag a GameObject from the hierarchy to the empty slot.



Main Camera
Canvas
Demo
Tasks
Task 1
Task 2
Task 3
RunText
Type Dropdown
Restart Button
EventSystem
test

My Async Event Calls all at once. Continues when all finished. When All

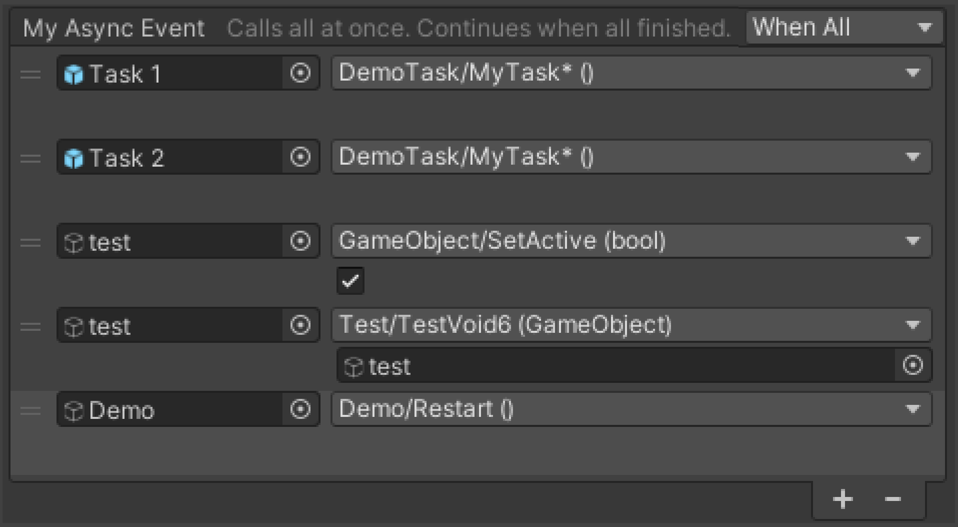
Task 1 None

| | |
|---|---|
| Restart Button | Restart Button (Button) |
| Tip Text | Tip (Text) |
| Run Text | RunText (Text) |

Add Component

You will now be able to pick any public method defined on the object if it returns `Task` or `void` and has 1 or no parameters.

Once you've picked the method you want, you're done. You can add as many events as you want.



My Async Event Calls all at once. Continues when all finished. When All

| | |
|---|---|
| Task 1 | DemoTask/MyTask* () |
| Task 2 | DemoTask/MyTask* () |
| test | GameObject/SetActive (bool) ✓ |
| test | Test/TestVoid6 (GameObject) test |
| Demo | Demo/Restart () |

## Types of Invoking

The dropdown in the corner will specify, how the event will be invoked.

*WhenAll*
Tasks will run simultaneously. The event finishes when all tasks are finished.

*Sequence*
Tasks will run one after another. The event finishes when last task is finished.

*Synchronous*
Tasks will run simultaneously. The event finished immediately!

## How to implement

Implementing the AsyncEvent is simple.

Just add a using statement at the top of your file:

```
using AsyncEvent;
```

Then declare your event like any other variable:

```
public AsyncEvent myAsyncEvent;
```

That’s it! It should now show up in the inspector, ready for use!

To invoke the event you call the `Invoke()` method.

Calling `Invoke()` will invoke the event according to the type of Invoke, you specified in the Editor, but you can force a specific type by adding it as a parameter:

```
await myAsyncEvent?.Invoke();

await myAsyncEvent?.Invoke(AsyncEventType.Sequence);
```

As you can see, the event can be awaited, like any other async task.

*If you have problems or feedback regarding AsyncEvent, please email me:*
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