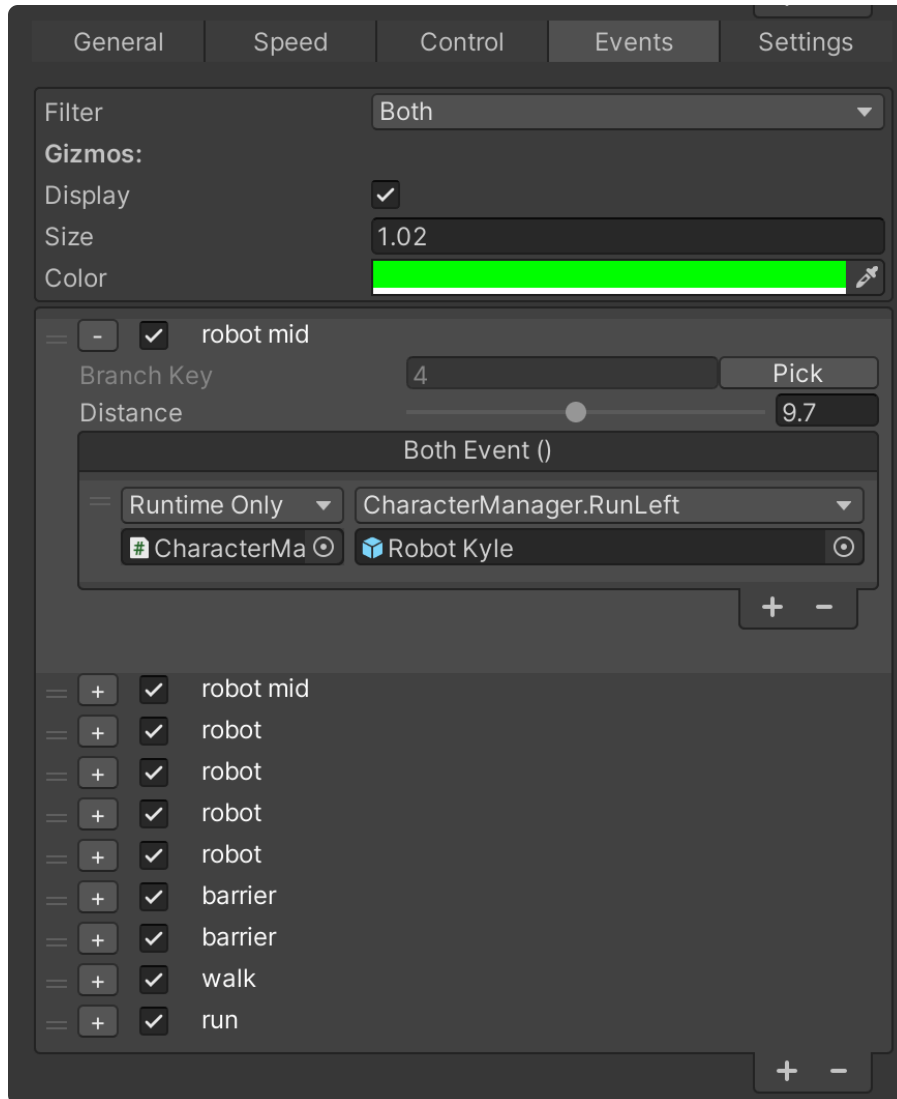


Events

Manage and configure event triggers associated with the follower's movement along the spline. Note that the events system is part of the Spline Plus Animation package and is not included in the free Core package.

Events Tab



The **Events** tab allows you to configure and manage events that occur during the follower's movement along the spline.

Gizmos

- **Enable/Disble Spline Event:** Quickly enable/disable spline events.
- **Spline Event Title:** A text that you can edit to help you organize your spline events.
- **Filter:**
Choose to selectively display the UnityEvents/gizmos based on their type:

- **Both:** Display UnityEvents/gizmos for both directions , This means events will be triggered no matter what the direction of the follower is when it reaches the spline event distance.
- **Forward:** Display UnityEvents/gizmos only for forward events, This means events will be triggered only if follower is moving in the forward direction when it reaches the spline event distance.
- **Backward:** Display UnityEvents/gizmos only for backward events. This means events will be triggered only if the follower is moving in the backward direction when it reaches the spline event distance.
- **Gizmos Display:**
Toggle the display of gizmos for events in the scene view.
- **Size:**
Adjust the size of the event gizmos.
- **Color:**
Set the color of the gizmos displayed for the events.

Event List

Each event in the list represents a trigger that occurs at a specific distance along the spline with specific follower direction. You can add, remove, or modify events directly in this list. You have Both UnityEvents , Forward UnityEvents Backward Unity Events, you can loop through them as needed using the filter above.

- **Branch Key:**
The key of the branch where the event is triggered.
- **Distance:**
The distance along the branch where the event occurs. You can adjust this using the slider, distance is clamped between 0 and branch length.
- **Unity Events:** Below the event configuration area, you can see a list of all events associated with the follower, the events list to trigger when all conditions are met, you have Both UnityEvents , Forward UnityEvents Backward Unity Events, you can loop through them as needed using the filter above.