Genius is simplicity.

Events are an integral part of this world and they are easy. So, why should it be otherwise when writing a code? This plugin implements the design pattern of «Observer».

In the centre you can see a “Sender”. It will help you to:

1. sign up for the event
2. unsubscribe
3. assign an event handler
4. set up the processing queue
5. create a common event in the system
6. start up handlers of the occurred event for all interested subscribers
7. send the event hierarchy in a scene **Unity**
8. transfer to the event any number of parameters
9. interrupt the further spreading of the event if necessary

All this can be achieved with the help of four simple commands only. The plugin will do all the main work for you automatically. Detailed documentation, as well as illustrative examples with the description are attached.

Demo is collected in 4.6.0, but the plugin works fine with version 3.3.0.