

Event Message System

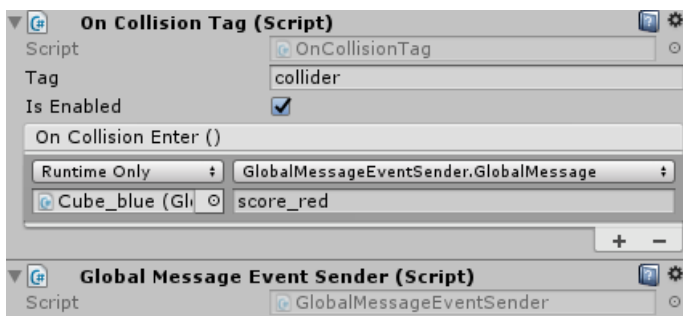
Event Message System (EMS) is a simple, flexible and fast solution to communicate with spawned GameObjects even across different (additive) scenes.

EMS consists of the 3 scripts: **GlobalMessageEventSender**, **GlobalMessageEventReceiver** and **GlobalMessageEventManager**.

GlobalMessageEventManager manages all Receivers, you do not need to add it to the scene or GameObject since this happens automatically.

GlobalMessageEventSender add it to local GameObject or a prefab that needs to send a GlobalMessage. Link it then to an Unity Event and call the function:

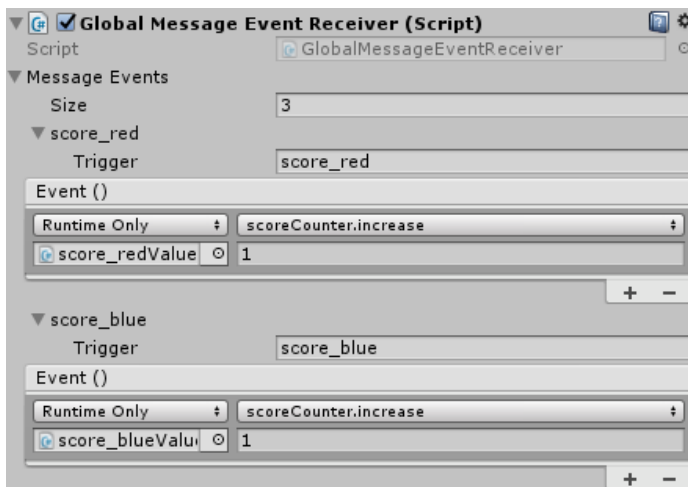
GlobalMessageEventSender.GlobalMessage
and enter the GlobalMessage Trigger that should be send.



This is from the **cube_red** prefab. Every time it collides with the yellow cylinder the GlobalMessage **score_red** is send.

GlobalMessageEventReceiver receives all messages send from the GlobalMessageEventSender script. Add it to local GameObject or a prefab that needs to send a GlobalMessage.

You have to enter the GlobalMessage you want to receive and process in the field **Trigger**.



This is from the **Scripts** gameobject in the scene **demo_sceneUI**. Every time it receives the GlobalMessage **score_red** it calls the Unity Event function **scoreCounter.increase** for the red scorecounter.

Thank you for downloading this asset!