```
InstanceManager.Utility.CrossProcessEventUtility
```

Provides utility functions for sending 'events' to secondary instances.

Methods:

void Send(string name, string param = null)

Sends an event to all open secondary instances.

name: The name of the event.

param: The parameter to send. Must be single line.

void Send(InstanceManager.Models.UnityInstance instance, string name, string param = null)

Sends an event to the specified secondary instance.

instance: The instance to send the event to.

name: The name of the event.

param: The parameter to send. Must be single line.

void SendToHost(string name, string param = null)

Sends an event to the primary instance.

name: The name of the event.

param: The parameter to send. Must be single line.

void On(string name, System.Action action)

Adds a listener to the specified event.

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Adds a listener to the specified event.