



# C# Godot Tutorial 4

## Signals and Slots

# Signals and Slots

- Signal – an event that can occur (“emitted”)
- Slot – callback method that gets executed when a Signal is emitted
- You connect a Signal to a Slot
  - When the Signal is emitted, the Slot is called
- Observer pattern
- Lots of built in Signals
- Can create your own

# Summary

- Signal – an event that can occur (“emitted”)
- Slot – a method that is connected to a Signal
- To connect a slot (method) to a Signal:
  - `signalingObject.connect(“signal name”,targetObject,”method name”)`
- To emit a signal: `emittingObject.EmitSignal(“NameOfSignal”,args...)`
- To define custom signal
  - Create delegate: `public delegate void SignalName(args...)`
  - Put `[Signal]` attribute above delegate