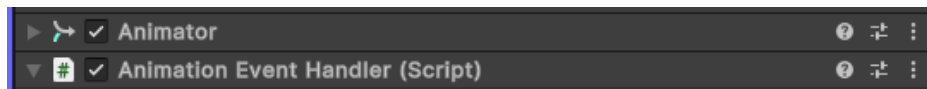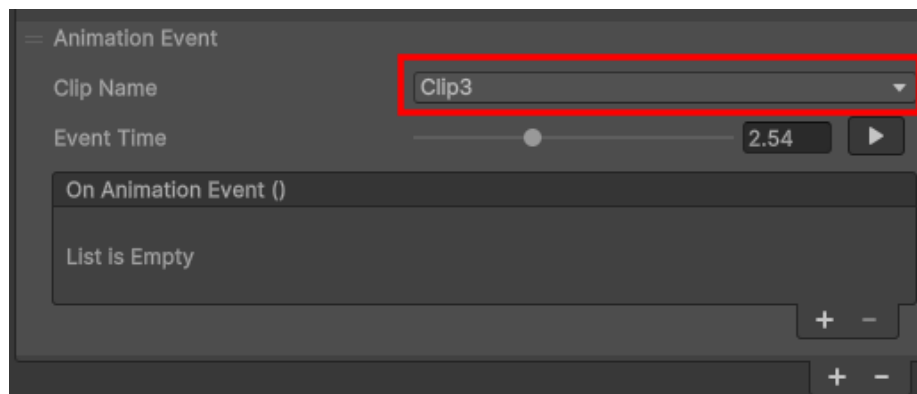# Easy Animation Event

Using UnityEvent

- Add the "AnimationEventHandler" component to the GameObject with the animator.
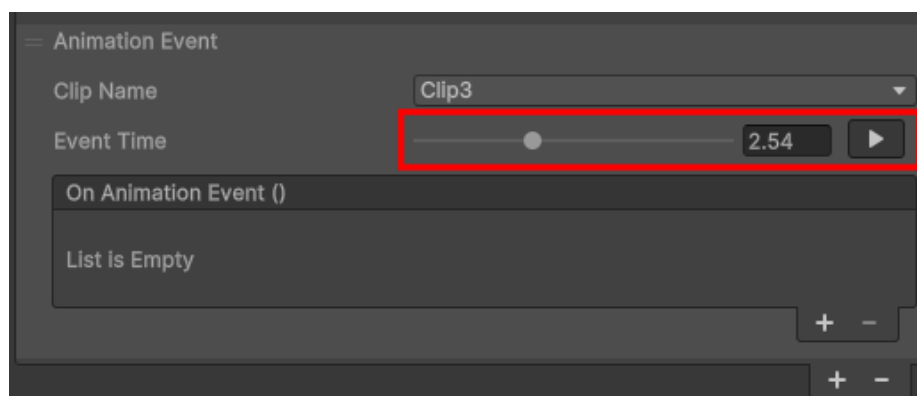

The script should automatically display the clips available in the animator.
- Choose the target clip to which you want to add the event
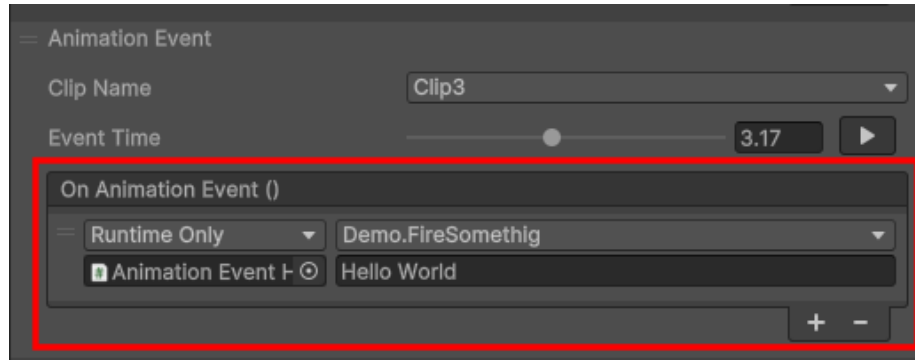

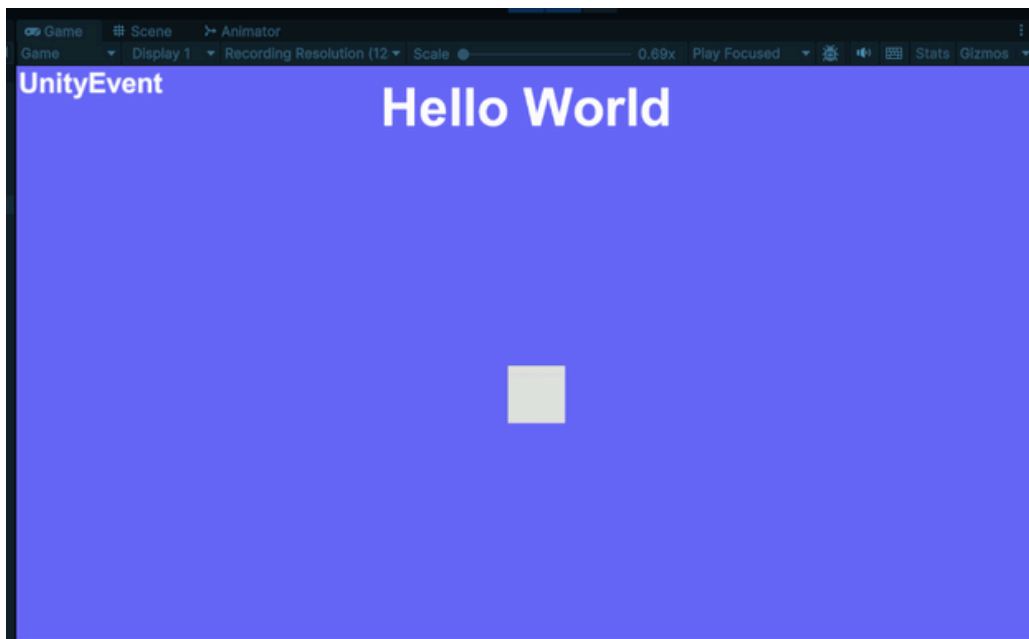- Select the time at which the event should trigger

Click the play icon button to get a live preview while adjusting the slider.

- Attach the script that you want to be triggered at a specified time.

- Launch Play Mode and enjoy !

- Create a new script and define the necessary variables.

```
using EasyAnimationEvent;
using UnityEngine;

Unity Script | 0 references
public class EventTrigger : MonoBehaviour
{
    public Animator MyAnimator;

    [ExposeClipName("MyAnimator")]
    public string clipName;

    [PreviewClip("MyAnimator", "clipName")]
    [SerializeField] private float EventTime;
}
```
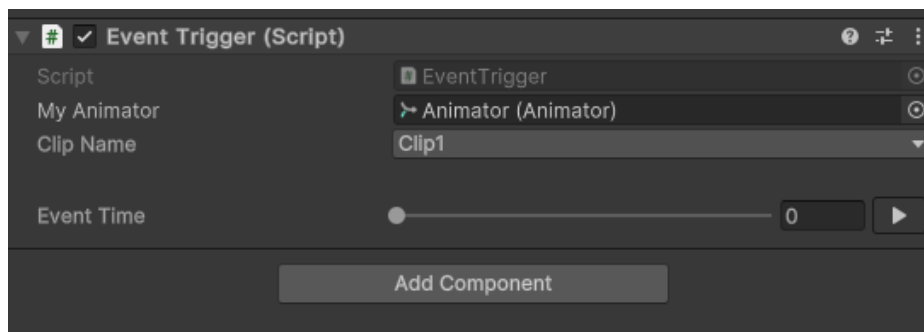
Utilize ExposeClipName Attribute to automatically list clips from the animator, eliminating manual entry of clip names.

PreviewClip Attribute enables previewing the clip while adjusting the event time with a slider.

- Use the AddEvent method to include the event.

```
public Animator MyAnimator;

[ExposeClipName("MyAnimator")]
public string clipName;

[PreviewClip("MyAnimator", "clipName")]
[SerializeField] private float EventTime;

Unity Message | 0 references
private void Start()
{
    MyAnimator.AddEvent(clipName, EventTime, "Firework", Display);
}
1 reference
private void Display()
{
    Debug.Log("Hello world");
}
```
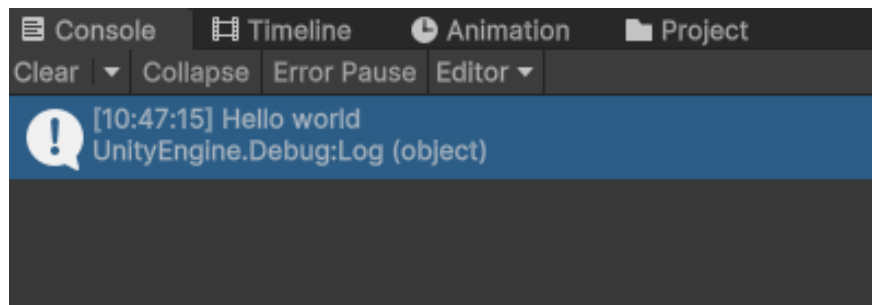
Note : method name must be unique for each new event

```
void Animator.AddEvent(string clipName, float time, string methodName, System.Action onClipTimeReached)
```

- Launch Play Mode and enjoy !

Feel free to reach out to me at : aminelaaraf@gmail.com.