Summary

zzSignalSlot: You can connect Signal(delegate) and Slot(function) in editor with it;After set signal object and it's method and slot object, will display all function can fit the delegate in slot object,so you can easy to choose.
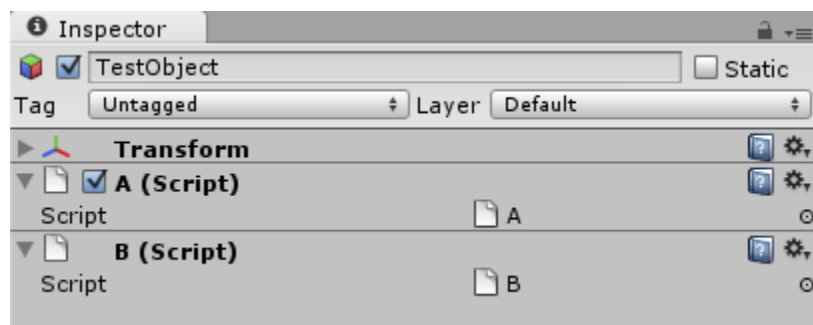It is good for independence in code or component.

Example
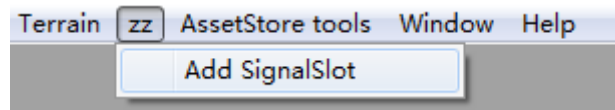
two scripts

```
public class A : MonoBehaviour
{
    public delegate void TestDelegate();
    public TestDelegate testDelegate;

    void Start()
    {
        print("A test start");
        testDelegate();
        print("A test end");
    }
}

public class B : MonoBehaviour
{
    public void testFunction()
    {
        print("B testFunction");
    }
}
```
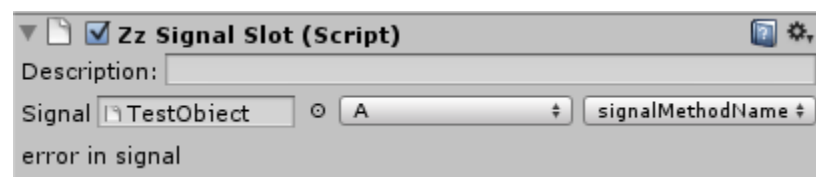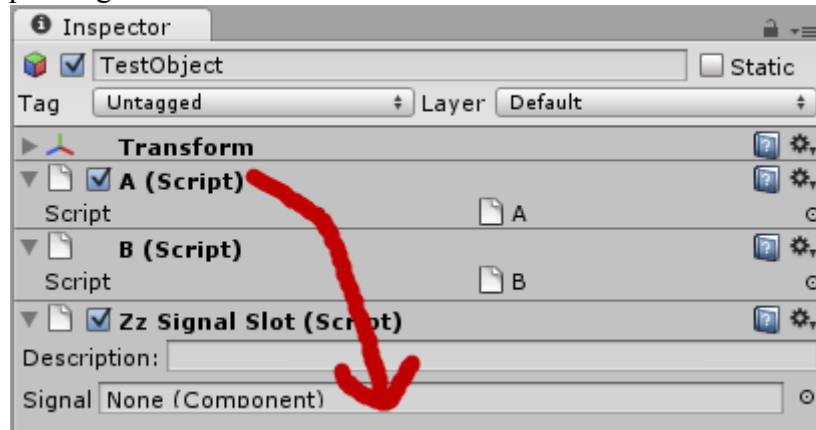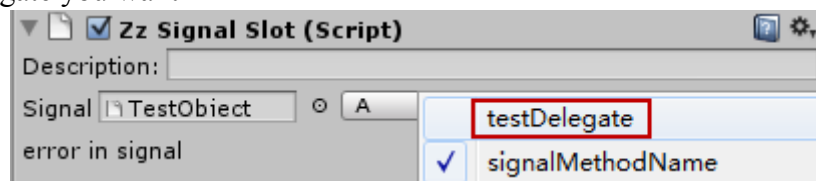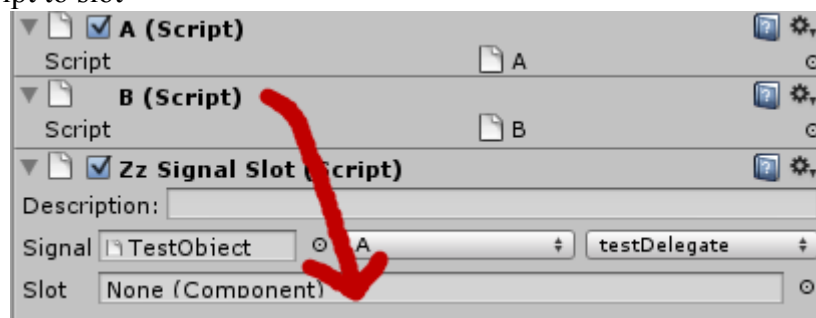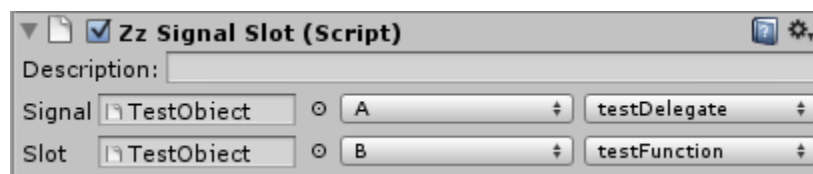
add zzSignalSlot

Terrain zz AssetStore tools Window Help

Add SignalSlot

drag A Script to signal

Inspector

TestObject   Static
Tag   Untagged   Layer Default

Transform
A (Script)
Script   A
B (Script)
Script   B
Zz Signal Slot (Script)
Description:
Signal None (Component)

Zz Signal Slot (Script)
Description:
Signal TestObject   A   signalMethodName
error in signal

select delegate you want

Zz Signal Slot (Script)
Description:
Signal TestObject   A   testDelegate
error in signal   ✓ signalMethodName

drag B Script to slot

A (Script)
Script   A
B (Script)
Script   B
Zz Signal Slot (Script)
Description:
Signal TestObject   A   testDelegate
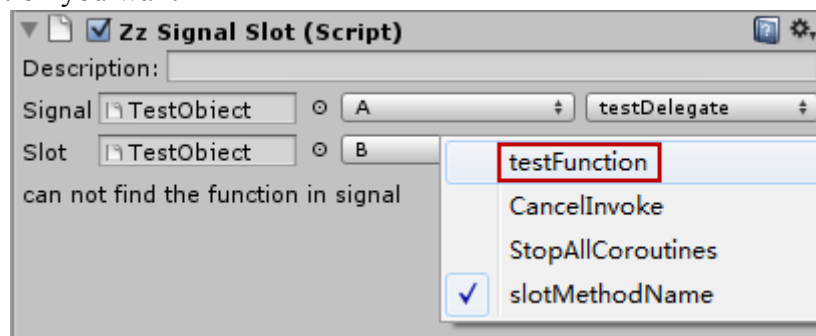Slot   None (Component)
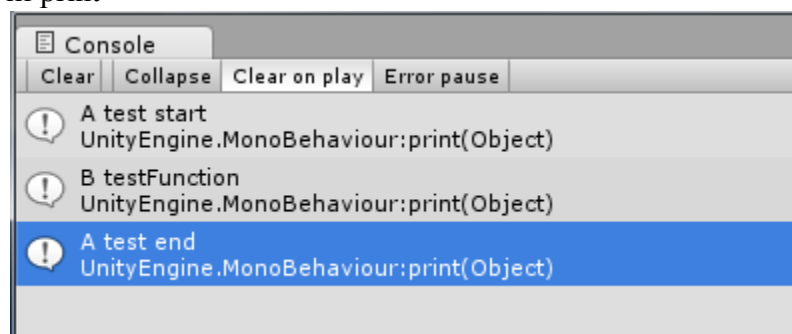
select function you want

when run,will print

You can find another one example in example scene.

Specification

Signal can identify delegate field ,delegate property,event and function with only one parameter of delegate type. But they are different in behavior,field and property will set value, and event will add value. zzSignalSlot only can invoke public member.

Connecting will be implemented in "Awake" function,zzSignalSlot will destroy self after "Awake".You can disable connecting by setting checkbox in the side of zzSignalSlot component ,just like disable other component .

I think it has a lot of room for improvement. If you have some advise ,some want in zzSignalSlot,or find some bug,you can contact me.

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