

Summary

Zz Signal Slot let you can connect signal(delegate) and slot(function) in editor;After setting signal object , signal's delegate method and slot object,it will display all functions fit the delegate ,make you easy to choose.

It is good for independence of component. You can use it in GUI,collision, or any other event.

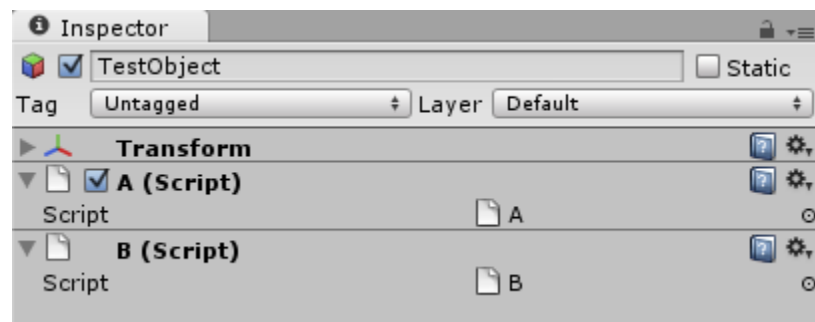
Example

Two scripts: "A.cs" and "B.cs"

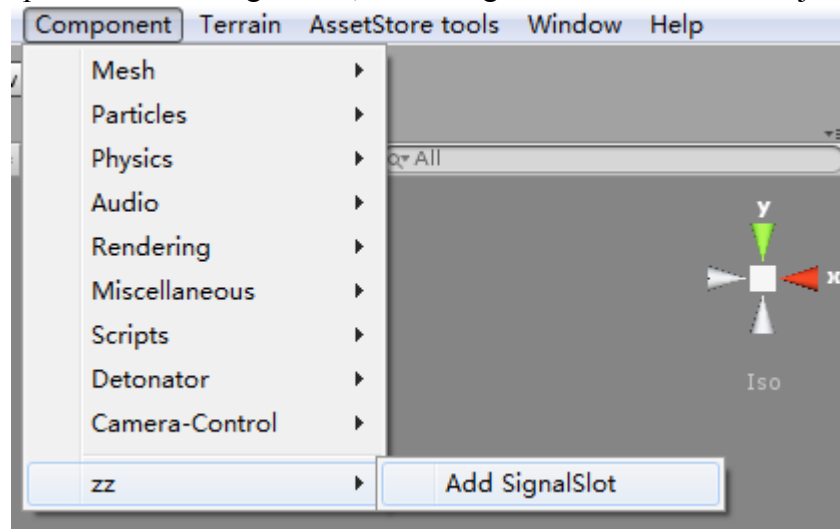
```
public class A : MonoBehaviour
{
    public delegate void TestDelegate();
    public TestDelegate testDelegate;

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

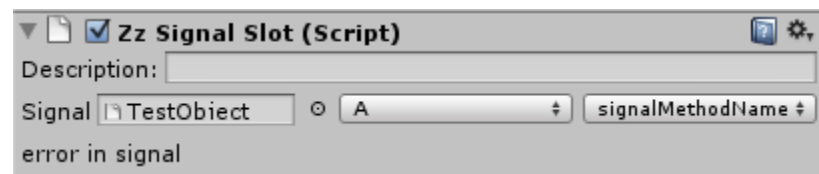
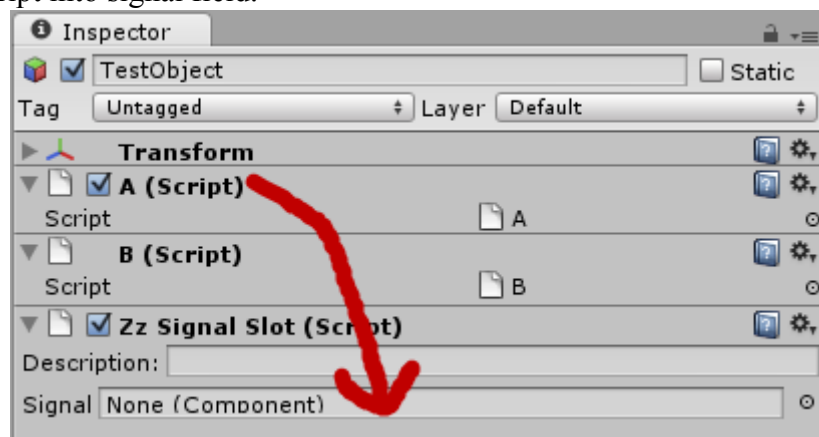
```
public class B : MonoBehaviour
{
    public void testFunction()
    {
        print("B testFunction");
    }
}
```



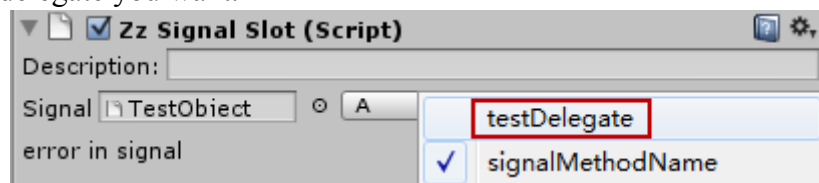
Select Component/zz/Add SignalSlot, to add Signal Slot to the GameObject



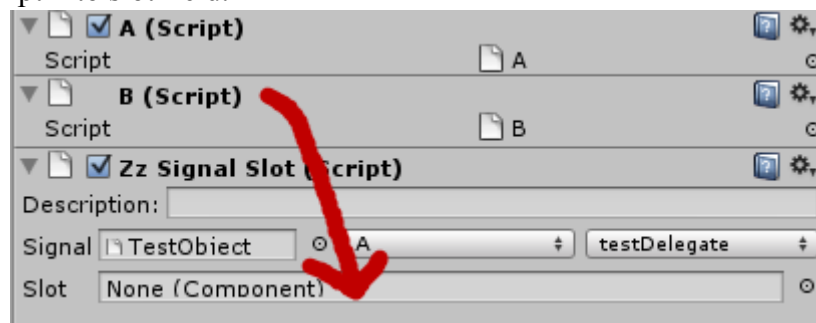
Drag A Script into signal field.



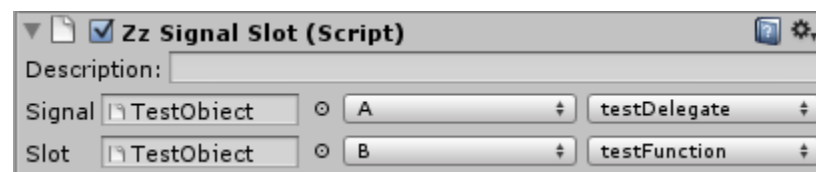
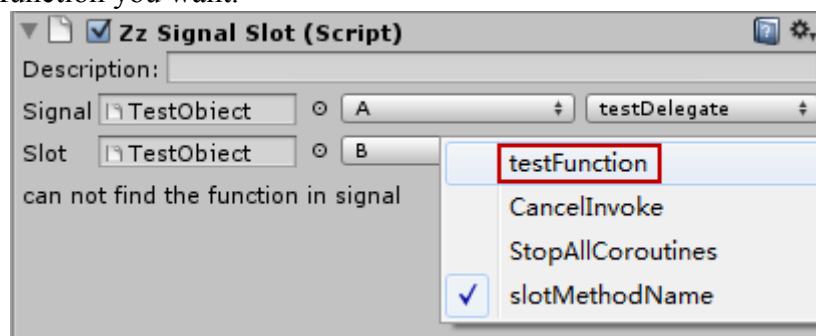
Select the delegate you want.



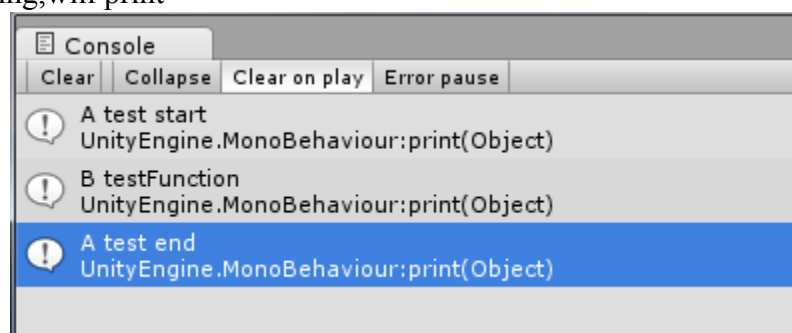
Drag B Script into slot field.



Select the function you want.



When running, will print



You can find another one example in example scene.

Specification

What member signal can identify include delegate field ,delegate property,event and function with only one parameter of delegate type. But they are different in behavior. Field and property will use "set value", and event will use "add value". Zz Signal Slot can only invoke public member.

Connecting will be implemented in "Awake" function. Zz Signal Slot will destroy self after "Awake".You can disable connecting by making the check box of Signal Slot component off ,just like disabling other component .

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

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