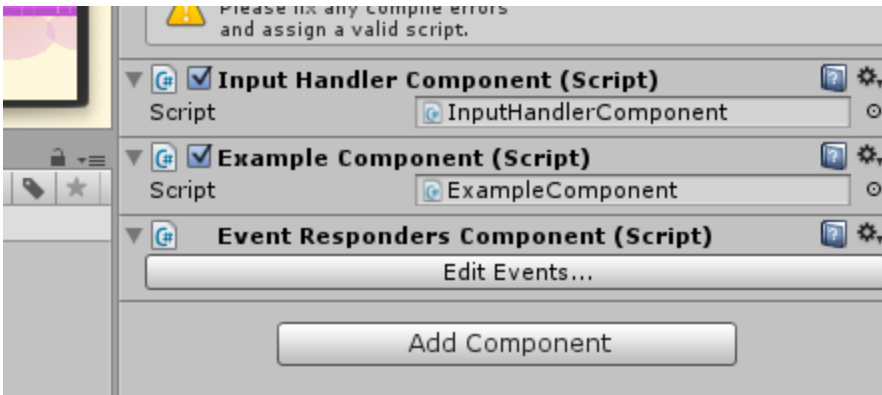# Events Editor Documentation

So you've heard of this new-fangled Events system we have, and want to take her for a spin? Well you've come to the right place!
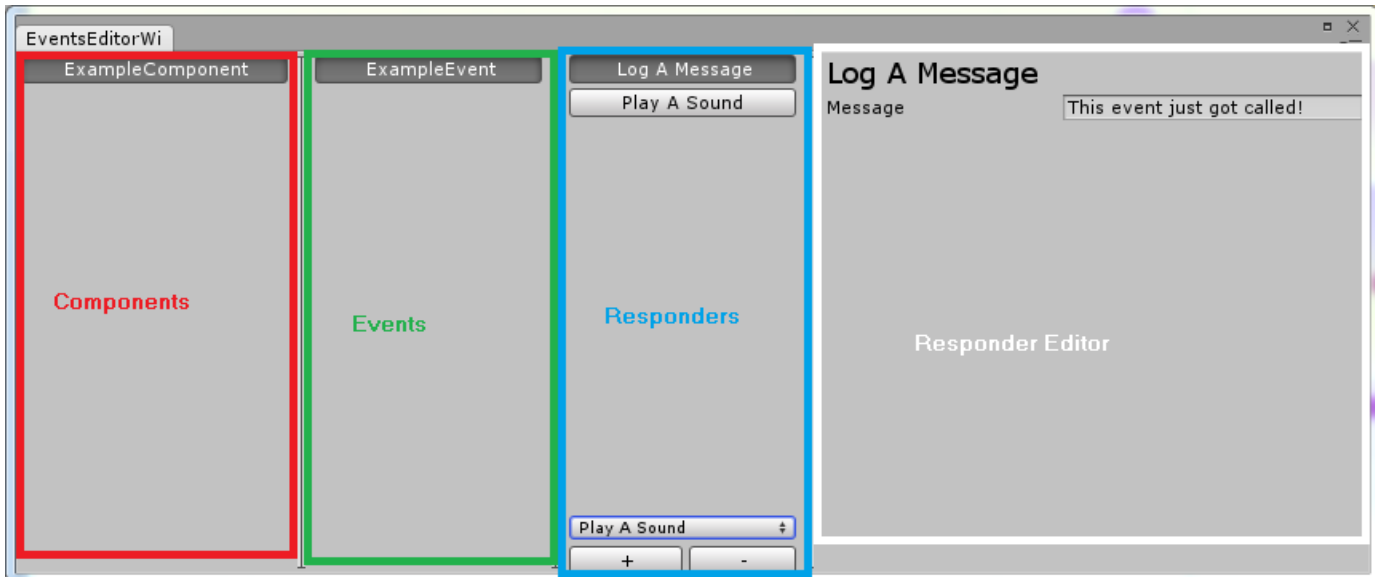
## Getting Started

If you want to add or edit events on an object, you must first add one specific Component to it: the Event Responders Component:



Once that Component is added, you'll see a button that you can click on bring up the Events Editor.

## The Events Editor



**Components**

This section contains a list of any Components on the current object that expose any events for you. When you select a Component here, the Events list will show any events on that Component.

## Events

This section contains a list of all Events that are available on the selected Component. Selecting a specific Event will allow you to add/edit/remove Responders to that Event in the Responders section.

## Responders

This section contains a list of all Responders that are currently assigned to the selected Event, as well as controls for adding and removing Responders.

- The **Responders Dropdown** at the bottom of this section allows you to select from a list of Responders that can currently be added to this Event.
- The **+ Button** at the bottom of this section will add a Responder (of the type currently selected in the Responders Dropdown) to this Event.
- The **- Button** at the bottom of this section will remove the currently selected Responder from this Event.

## Responder Editor

This section will allow you to edit any options for the currently selected Responder. This works just like the normal Inspector in Unity- you can set any numeric values, text values, or even provide references to assets such as sounds or Game Objects inside the current Unity scene.

# That's It!

Using the Events Editor is as simple as that! You'll need to familiarise yourself with the kinds of available Responders we have, and also the Events that are available on any given object. But most importantly:

**If an Event you want is not available, or you can't find the right Responder for what you want to do, tell your friendly neighbourhood programmer and they will sort you out!**

# Known Issues

Due to time constraints at the moment, there are some, ahem, non-critical issues present with the Events Editor. These will be fixed in the near future:

- If you have the Events Editor open while moving from Edit mode to Play mode in Unity, it will stop showing any Events. (However, all your existing work will still be saved.)
  - **Workaround:** Re-select an object in the scene and press Edit Events to show them again.
- The above situation also applies when re-compiling scripts in Unity.
- Adding event responses to Prefab assets is not supported. **You can add event responses to objects that were created from a Prefab, but not to the Prefab itself.** If you attempt to do so, it will not be saved properly and will disappear some time after adding it.