

Creating a New Event

https://www.audiokinetic.com/en/library/edge/?source=Help&id=creating_new_event

When creating a new Event, you can do any one of the following:

- Create an empty Event that includes no Actions or targets.
- Create an Event that includes a particular Action.
- Create an Event that includes both an Action and a target.

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Tip

You can also create Events by right-clicking in the Event Viewer. When adding Events from the Event Viewer, you must also assign the Event to a particular Work Unit.

To create an empty Event:

1. In the Project Explorer, switch to the Events tab.
2. Do one of the following:
 - Select a Work Unit or Virtual Folder and click the **Event** icon in the Project Explorer toolbar.
 - Right-click the Work Unit or Virtual Folder and select **New Child > Empty Event** from the shortcut menu.
3. A new Event is created within the Work Unit or Virtual Folder you selected in the Project Explorer.
4. Replace the default name with one that best represents the Event.

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Note

Event names can contain only unaccented Roman letters, numbers, and underscores. They must also start with either a letter or underscore.

To create an Event with an Action:

1. In the Project Explorer, switch to the Events tab.
2. Right-click the Work Unit or Virtual Folder to which you want to add the Event.
3. From the shortcut menu, select **New Child** to display the Event Action list.
4. From the Action list, select an Action category or an Action. (In the former case, a submenu with a series of Actions is displayed; select one.)
A new Event that includes the Action you selected is created within the Work Unit you selected in the Project Explorer.
5. Replace the default name with one that best represents the Event.

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To create an Event or Events that include both an Action and target:

1. From the Audio tab in the Project Explorer, select one or more targets that you want to include in the Event and then right-click the selection.
A shortcut menu is displayed.
2. Select one of the following options:
 - **New Event** to create an Event that includes the selected object.
 - **New Events (One Event per object)** to create one Event for each object selected.
 - **New Event (Single Event for all objects)** to create one Event that includes all the selected objects.
3. From the Action list, select an Action category or an Action. (In the former case, a submenu with a series of Actions is displayed; select one.)
One or more Events are created in the Event Editor with the selected Action and object(s).
4. In the **Name** field, replace the default name with one that best represents the Event.

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Related Topics

- [Adding Actions to an Event](#)
- [Assigning Targets to Event Actions](#)
- [Defining the Scope of an Event Action](#)
- [Setting Properties for an Event Action](#)
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