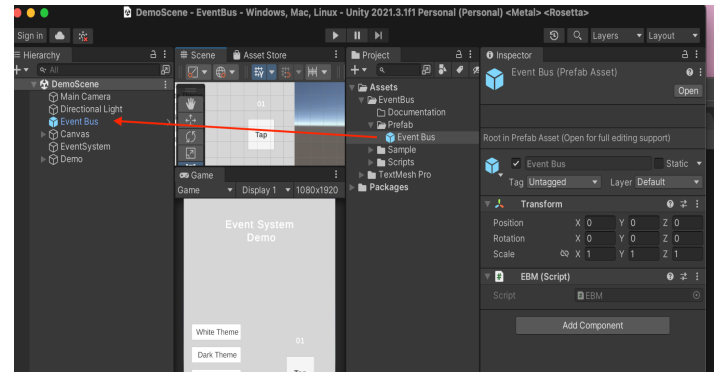# Event Handler

This plugin will help you to manage game events easily.
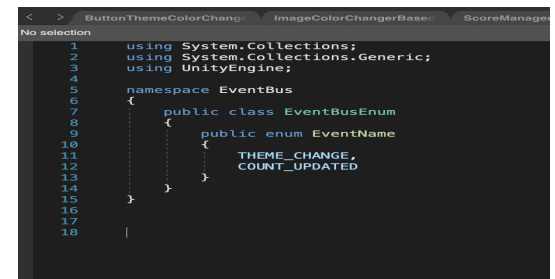

Steps -

1. Add Prefab in scene Hierarchy - Drag the **Event Bus** prefab from **Assets/EventBus/Prefab/Event Bus** and drop it in your scene Hierarchy.

2. Add Enum - First add all of your event types in EventName from Assets/EventBus/Scripts/EventBusEnum.cs script.

3. Trigger Event - To trigger the event you just need to write the following code.

Without Return Type - EBM.TriggerEvent(Event Enum)
Example Code -
EBM.TriggerEvent(EventBusEnum.EventName.COUNT_UPDATED);

With Return Type - EBM.TriggerEvent<Value Type>(Event Enum,value)
Example Code - EBM.TriggerEvent<THEME>(EventBusEnum.EventName.THEME_CHANGE, THEME.WHITE);

THEME is an enum type variable. You can use any type of data type. Please check the **UiButtonEventTrigger.cs** script from **Assets/EventBus/Scripts/EventBusEnum.cs**. There we trigger some events for some button clicks.

4. Add Listener - Add Listener where you want the trigger event action. We recommend putting the listener in the **Onenable** function so that whenever that gameobject is enabled it will start listening.
         With Return Type - EBM.StartListening<Value Type>(EventBusEnum, functionName)
         Without Return Type - EBM.StartListening(EventBusEnum, functionName)
FunctionName represents a function which takes the same parameter of the listener value type. For example if Value type is int then functionName function will take int type perimeter.

With Return Type -
EBM.StartListening<THEME>(EventBusEnum.EventName.THEME_CHANGE, OnThemeChanged);

void OnThemeChanged(THEME theme)
    {

    }

Without Return Type -
EBM.StartListening(EventBusEnum.EventName.COUNT_UPDATED, OnScoreUpdated);

void OnScoreUpdated()
    {

    }

4. Remove Listener - When you do not need to listen to any event from a specific script then you have to remove that listener. We recommend to put remove listener in the **OnDisable** function.

With Return Type - EBM.StopListening<Value Type>(EventBusEnum, functionName)
Example - EBM.StopListening<THEME>(EventBusEnum.EventName.THEME_CHANGE, OnThemeChanged);

Without Return Type - EBM.StopListening(EventBusEnum, functionName)
Example - EBM.StopListening(EventBusEnum.EventName.COUNT_UPDATED, OnScoreUpdated);

For better understanding please see the demo scene from Assets/EventBus/Sample/DemoScene

You have to put the same Event Enum and Value type in the listener (startListen and stopListen) like the trigger. If trigger and listener have a mismatch then it will not be called.