

## Setting a user event within Maya

I was looking through some interesting questions that have come into ADN in the past, and thought I would share this one, it was about the possibility of setting a user event with a scriptJob (Maya Command).

There are no MEL commands to create user events and the scriptJob command cannot be used to wait for them.

However, you can do both in a Python script using API calls.

Here's how you would register a new user event type called 'myEvent':

```
import maya.OpenMaya as om
om.MUserEventMessage.registerUserEvent('myEvent')
```

To have a function called 'myFunc' execute whenever the event occurs:

```
def myFunc(data):
    print('Got a myEvent event!')

callbackId = om.MUserEventMessage.addUserEventCallback('myEvent', myFunc)
```

To send a 'myEvent' event:

```
om.MUserEventMessage.postUserEvent('myEvent')
```

To remove the callback function when done:

```
om.MUserEventMessage.removeCallback(callbackId)
```