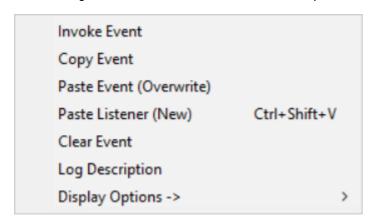
You can *Right Click* on an event header in the Inspector to open a context menu:



Function	Description
Invoke Event	Calls UltEventBase.Invoke to execute the event.
Copy Event	Copies the event to the clipboard.
Paste Event (Overwrite)	Overwrites the current event with the one that was last copied to the clipboard.
Paste Listener (New)	Adds the persistent listener from the clipboard to the end of the event (see below for copying a listener to the clipboard).
	This function can also be used by selecting the listener and pressing $Ctrl + Shift + V$ .
Clear Event	Calls UltEventBase.Clear to remove all listeners from the event.
Log Description	Logs a description of the event and its listeners in the Console.
Display Options	A sub-menu containing various settings to control what is shown and how everything is arranged.

You can also Right Click on a persistent listener to open a context menu:



Function	Description
Duplicate Array	Adds another identical listener right after the selected one.
Element	This function can also be used by selecting the listener and pressing Ctrl + C to copy it then Ctrl + Shift + V to paste it as a new listener.
Delete Array Element	Removes the selected listener from the event.  This function can also be used by selecting the listener and pressing Delete.

Function	Description
Copy Listener	Copies the selected listener to the clipboard.
	This function can also be used by selecting the listener and pressing $\frac{Ctrl}{C}$ .
Paste Listener (Overwrite)	Overwrites the current listener with the one that was last copied to the clipboard.
	This function can also be used by selecting the listener and pressing $Ctrl+V$ .
Display Options	A sub-menu containing various settings to control what is shown and how everything is arranged.

When you have a persistent listener selected, you can also use the + key to add a new listener right after it.

Documentation Itch.io (Recommended) Unity Forum (/ultevents/docs) (https://kybernetik.itch.io/ultevents) (https://forum.unity.com/thi

Change Log Asset Store Email (mailto:mail@kybernetik.itch.io/ultevents/docs/changes)(https://assetstore.unity.com/packages/tools/gui/ultevents-subject=UltEvents)

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