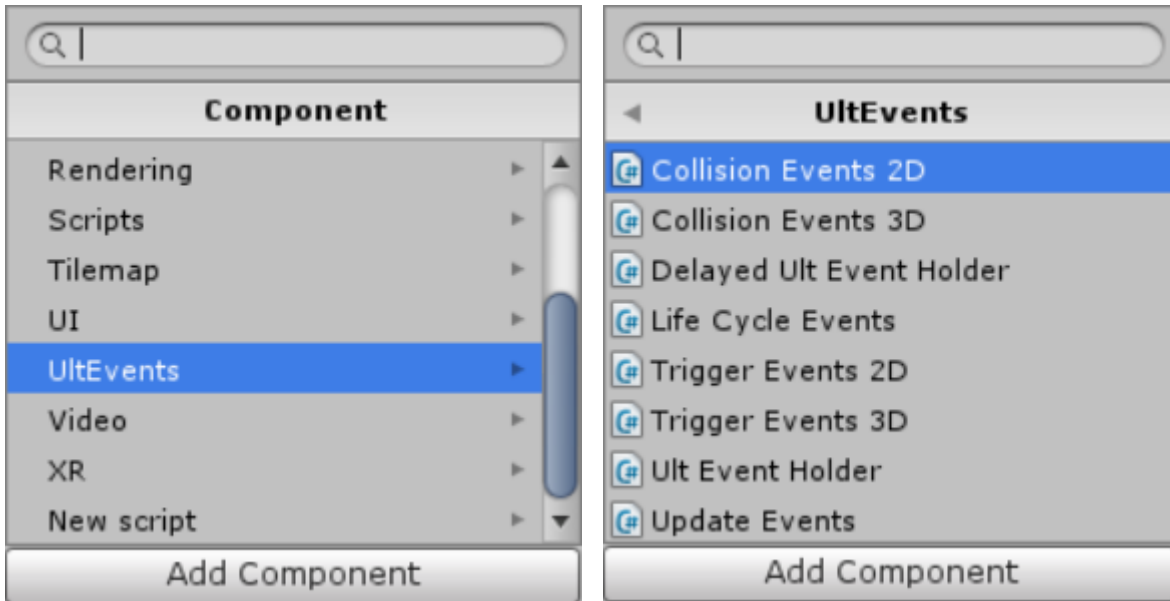


This plugin includes several scripts which have UltEvents triggered by various `MonoBehaviour` event messages:



### Script and messages

`CollisionEvents2D`

`(/ultevents/api/UltEvents/CollisionEvents2D)`

`OnCollisionEnter2D`

`OnCollisionStay2D`

`OnCollisionExit2D`

`CollisionEvents3D`

`(/ultevents/api/UltEvents/CollisionEvents3D)`

`OnCollisionEnter`

`OnCollisionStay`

`OnCollisionExit`

`LifeCycleEvents`

`(/ultevents/api/UltEvents/LifeCycleEvents)`

`Awake`

`Start`

`OnEnable`

`OnDisable`

`OnDestroy`

`TriggerEvents2D`

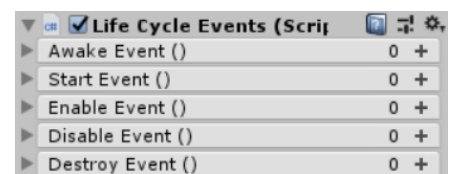
`(/ultevents/api/UltEvents/TriggerEvents2D)`

`OnTriggerEnter2D`

`OnTriggerStay2D`

`OnTriggerExit2D`

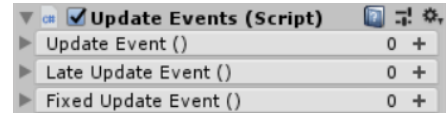
### Inspector



## Script and messages

`TriggerEvents3D``(/ultevents/api/UltEvents/TriggerEvents3D)``OnTriggerEnter``OnTriggerStay``OnTriggerExit``UpdateEvents (/ultevents/api/UltEvents/UpdateEvents)``Update``LateUpdate``FixedUpdate`

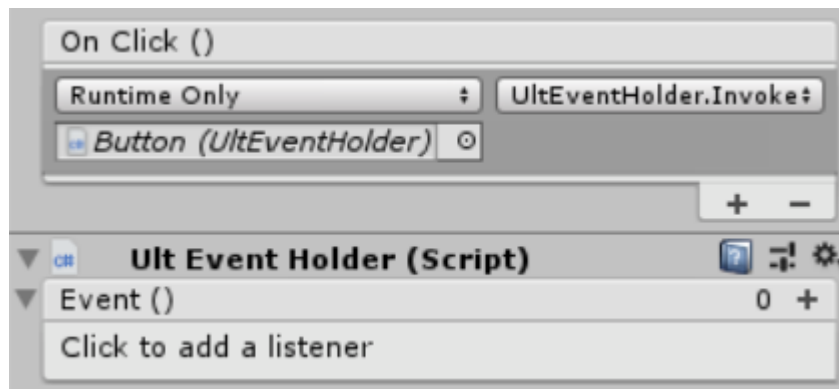
## Inspector



# UltEventHandler

The `UltEventHandler (/ultevents/api/UltEvents/UltEventHandler)` script is similar to the Premade Event Scripts, except that it only has a single event which isn't triggered by anything. One use for this script is to receive a redirected UnityEvent from a UI element so that you can make use of the improved features of the UltEvents.

The `DelayedUltEventHandler (/ultevents/api/UltEvents/DelayedUltEventHandler)` script can be used similarly to impose a delay before the event is actually executed.



## Documentation

[Documentation \(/ultevents/docs\)](/ultevents/docs)

## Change Log

[\(/ultevents/docs/changes\)](/ultevents/docs/changes)

## Download

[Itch.io \(Recommended\) \(https://kybernetik.itch.io/ultevents\)](https://kybernetik.itch.io/ultevents)

## Asset Store

<https://assetstore.unity.com/packages/tools/gui/ultevents-subject=UltEvents>  
111307?aid=1100l8ah5)

## Contact

[Unity Forum \(https://forum.unity.com/thr](https://forum.unity.com/thr)

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