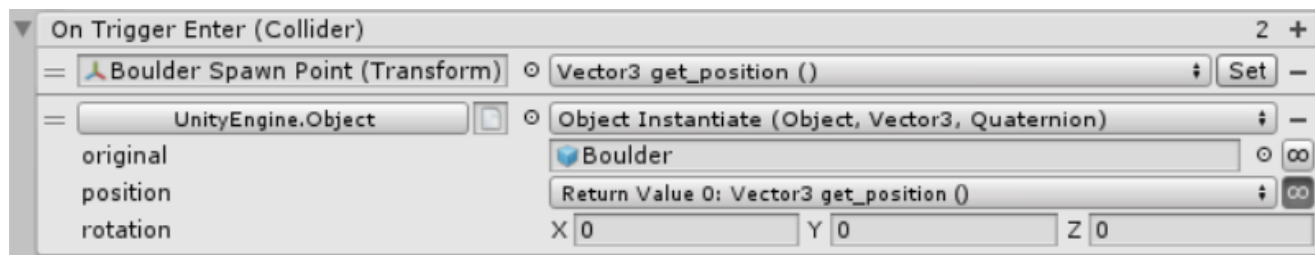


If you register a method with a non-void return type, you can use the value it returns as a parameter in later methods. Any parameter that matches the return type of a previous method will show the same [∞] button used to link event parameters.



This allows you to call methods with parameter types that aren't actually supported by UltEvents. After you select a method with a return value, it will be added to the list of supported parameter types when selecting the method for other listeners later in the same event.

Documentation

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

Change Log

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

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Asset Store

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

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