

MoreEvents

Provides **UnityEvent** for many Unity message methods, so it's easier to react without making a dedicated script every time.
Call methods on any script thanks to the **UnityEvent** serialization power.

[Get the Unity package](#)

- **StartEvent** (OnStart)
- **ActivationEvents** (OnActivated, OnDeactivated)
- **UpdateEvents** (OnUpdate, OnFixedUpdate, OnLateUpdate)
- **VisibleEvents** (OnBecameVisible, OnBecameInvisible)
- **CollisionEvents** (OnTriggerEnter/Stay/Exit/2D, OnCollisionEnter/Stay/Exit/2D)
- **TimerEvents** (OnProgress, OnTime, OnCompleted)

