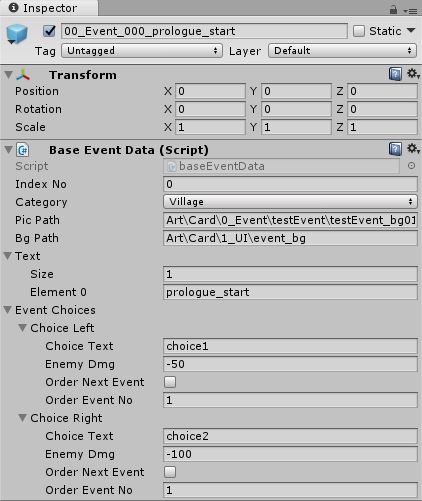
Event Data

Is the base data, we need setting

indexNo : Event ID(unique,cant repeat)

category : Event Category, for event random ,but it dont work now

picPath : pic for Event

bgPath :pic for Card Back

text : text for this event

eventChoices(Left&Right)

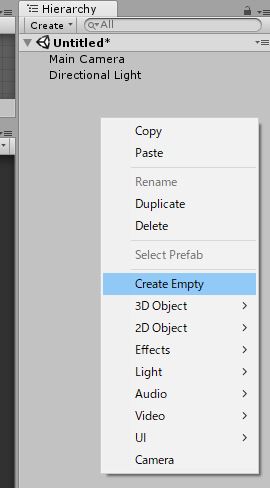
now,only damage is work,

and need order next event , if orderEventNo is default value it will goto event 0

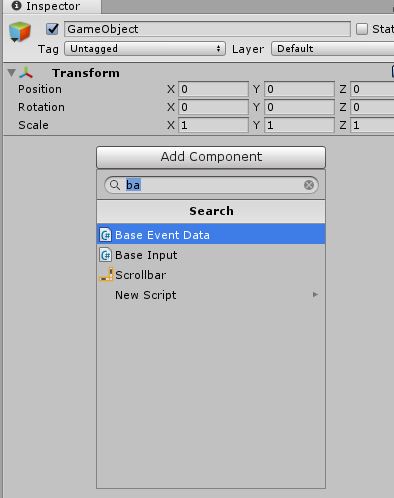
How to create new Event

1. create GameObj
2. add Component “BaseEventData” to GameObj
3. make the GameObj to Prefab(drop&drag to Project floder)
4. See the EventManager Prefab
5. Add event to EventDataObject(Add size and Drag new Prefab in here, don’t need care about sequence)
6. Compele ,try to plat the game!

1. create GameObj

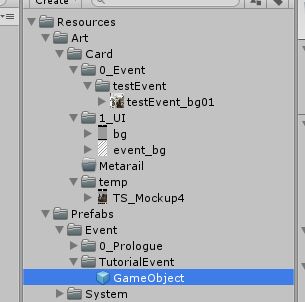
click mouse right at Hierarchy, and Create Empty.

2.add Component “BaseEventData” to GameObj

see the Inspector with the new GameObject.

And click mouse right to add component.

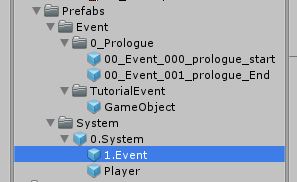
Type’base event data’and choise it

3.make the GameObj to Prefab(drop&drag to Project floder)

Drag the GameObj from Hierarchy to Project Folder

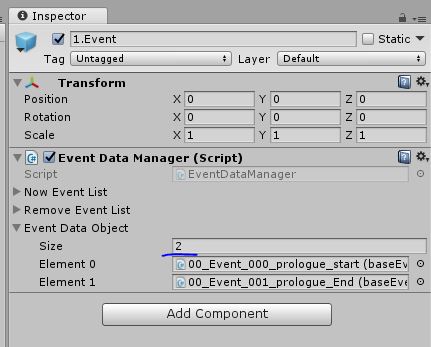
(Resources/Prefabs/Event)

4.See the EventManager Prefab

choice 0.System and pulldown it,

then click 1.Event

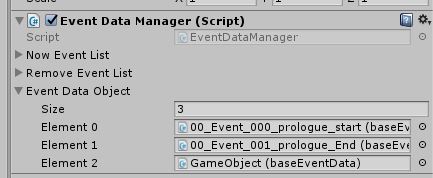
5. Add event to EventDataObject



see the Inspector , click EventDataObject ,

add size and drag the new Event prefab to here;

don’t need care about sequence)



Compelet!