The Addlistener and Invoke work together

1. **public** **class** FloatEvent : UnityEvent<**float**> {}
2. *//empty class; just needs to exist*
3. *//CREATE AN EVENT CLASS*
5. **public** FloatEvent onSomeFloatChange = [new](http://www.google.com/search?q=new+msdn.microsoft.com) FloatEvent();
6. **// CREATE AN OBJECT OF THAT CLASS**
8. **void SomethingThatInvokesTheEvent(){**
9. onSomeFloatChange.Invoke(3.14f);
10. //CREATE WHAT INVOKES IT GIVE THE PROPER VALUE THAT THE LISTENER METHOD WILL RECIEVE
11. }
13. *//Elsewhere:*
14. **onSomeFloatChange.AddListener(SomeListener);**
15. //ADD A LISTENER METHOD
16. // THAT WILL RECIVE THE VALUE GIVEN FROM THE INVOKE
17. **void** SomeListener(**float** f){
18. Debug.Log("Listened to change on value " + f); *//prints "Listened to change on value 3.14"*
19. } //THE LISTENER WILL RECEIVE THE VALUE AND ACT UPON