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EVENT SYSTEM

BY SIMPLE MAN

The independent system takes a fast and convenient approach to creating and implementing game events. Our event system is based on special asset objects that can be added and removed in a couple of clicks. The plugin allows you to pass any parameters, including classes, structures, component references and other objects.

We took care of the simplicity of working with our plugin:

- * To create new event objects, as usual and custom, you don't need to write a single line of code.
- * The plugin is also well suited for those new to Unity.
- * You can store event objects in any place convenient for you.

HOW TO CREATE THE EVENT?

Each event consists of two objects:

- 1) Class (Abstraction)
- 2) Event-object (Realization)

In the folder “Demo / SOClasses” there is already a previously created class “GameEvent” that describes a simple event.

Let's create an event object based on it (I'll tell you how to create classes later). To do this, go to the “Demo / SO” folder and call the context menu by clicking the right mouse button. Next Create -> Game Event -> Empty.

Done, we have a full-fledged game event, the same as the one used in the demo scene.

HOW TO CREATE THE EVENT WITH A PARAMETER?

To create an event with a parameter, you first need to create a class that will describe it.

Go to the Tools -> Simple Man -> Event System -> Type Creator tab.

In the window that appears, select the “Base Types” tab. In the list of types, select Int and click “Create Type”. I strongly recommend NOT changing the filename in the save window. Save the resulting file to the “Demo / SOClasses” folder or any other.

Now that we have a class that supports the Int type by analogy with the previous paragraph, let's create an event object with the “Int” parameter.

Done.

HOW TO CREATE THE EVENT WITH A CUSTOM PARAMETER?

In this example, we will pass the class as a parameter. An example is the “DamageInfo” class.

By analogy with the previous point, open the Event Type Creator window. Let's go to the “Custom Types” tab and drag our “Damage Info” class to the “Custom Type” window.

Click the “Create Type” button. Now an event with our custom parameter can be created through the context menu along with others.