

EVENTS 2.0

FOR

UNITY

Overview	3
Events 2.0	3
Multiple parameters	3
Reorder events	3
Enum	4
Vector2, Vector3 and Vector4	4
Color	5
LayerMask	5
Layer	5
Delete all events	6
UI 2.0	7
Event Trigger 2.0	9

1. Overview

Thanks for purchasing **Events 2.0 for Unity**. It's almost like the current **Unity Event**, but with a few upgrades. With it, the possibilities of improving your game are tremendous. Check the **Sample Scene** under **Assets/Gabriel Pereira/Events 2.0 for Unity/Examples**.

This package was created using Unity **2017.1.0f3**, so please make sure to use this version or later.

2. Events 2.0

This package is based on the current Unity Event and the upgrades are listed below.

a. Multiple parameters

You can set multiple parameters in a method (see Image 1 below).

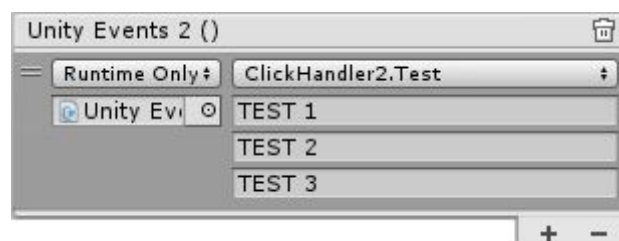


Image 1

b. Reorder events

You can reorder events. For that, just click and drag to the position you need (see Image 2 below)

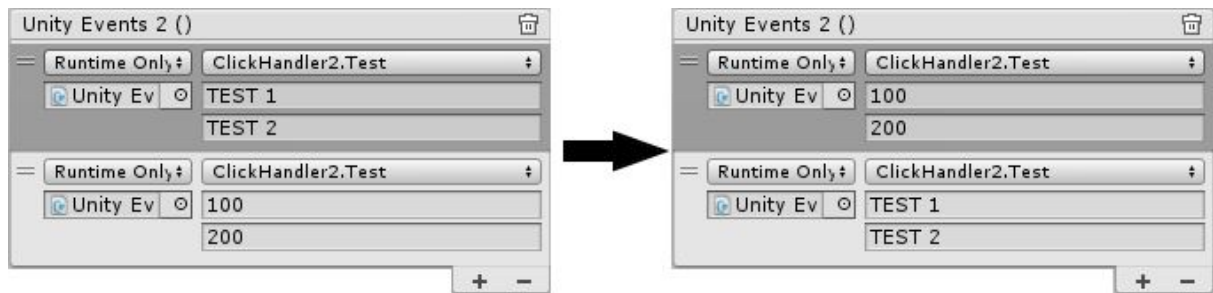


Image 2

C. Enum

It is possible to use enum parameters (see Image 3 below).

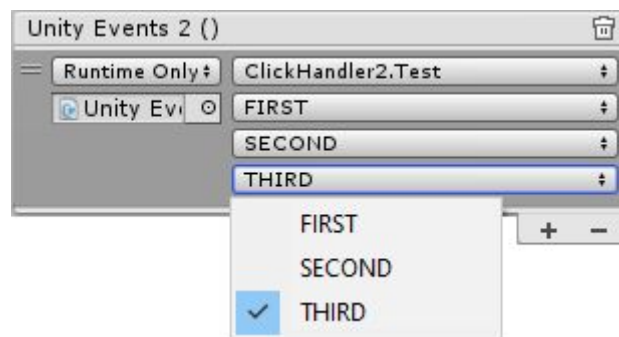


Image 3

d. Vector2, Vector3 and Vector4

It's possible now to inform a Vector2, Vector3 or Vector4 parameter (see Image 4 below)

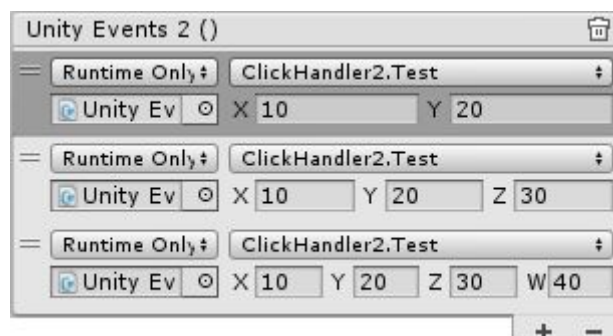


Image 4

e. Color

Now, you can inform a color through a parameter (see Image 5 below)

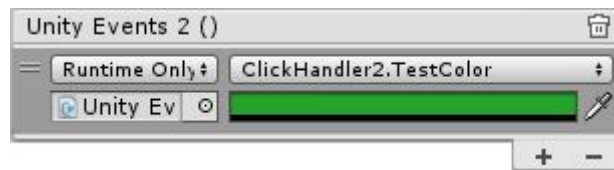


Image 5

f. LayerMask

You can inform a LayerMask parameter (see Image 6 below)

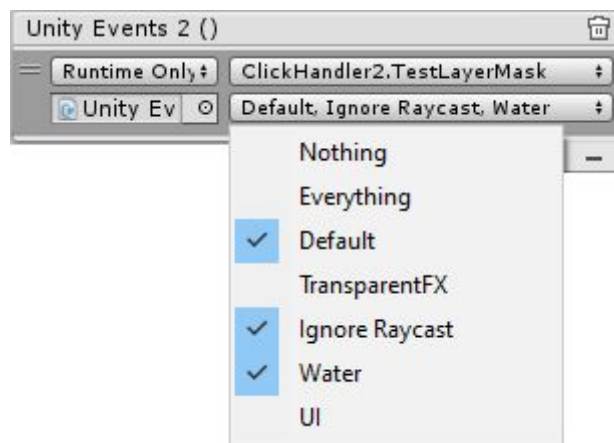


Image 6

g. Layer

Instead of informing a Layer by its index or name, you can inform via a popup. Check the method TestLayer in ClickHandler2.cs script (see Image 7 below)

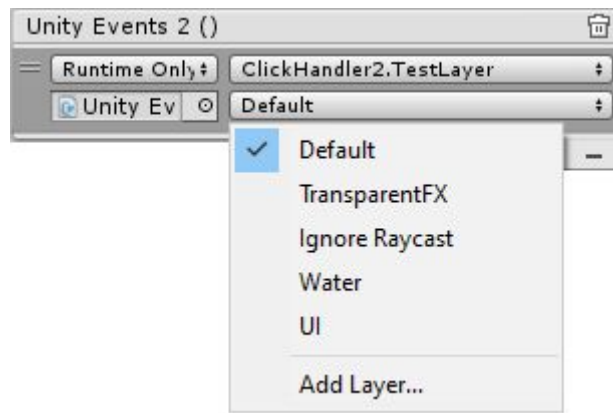


Image 7

h. Delete all events

In case you have a lot of events and want to delete them all, just click on the trash can to the upper right (see Image 7 below)

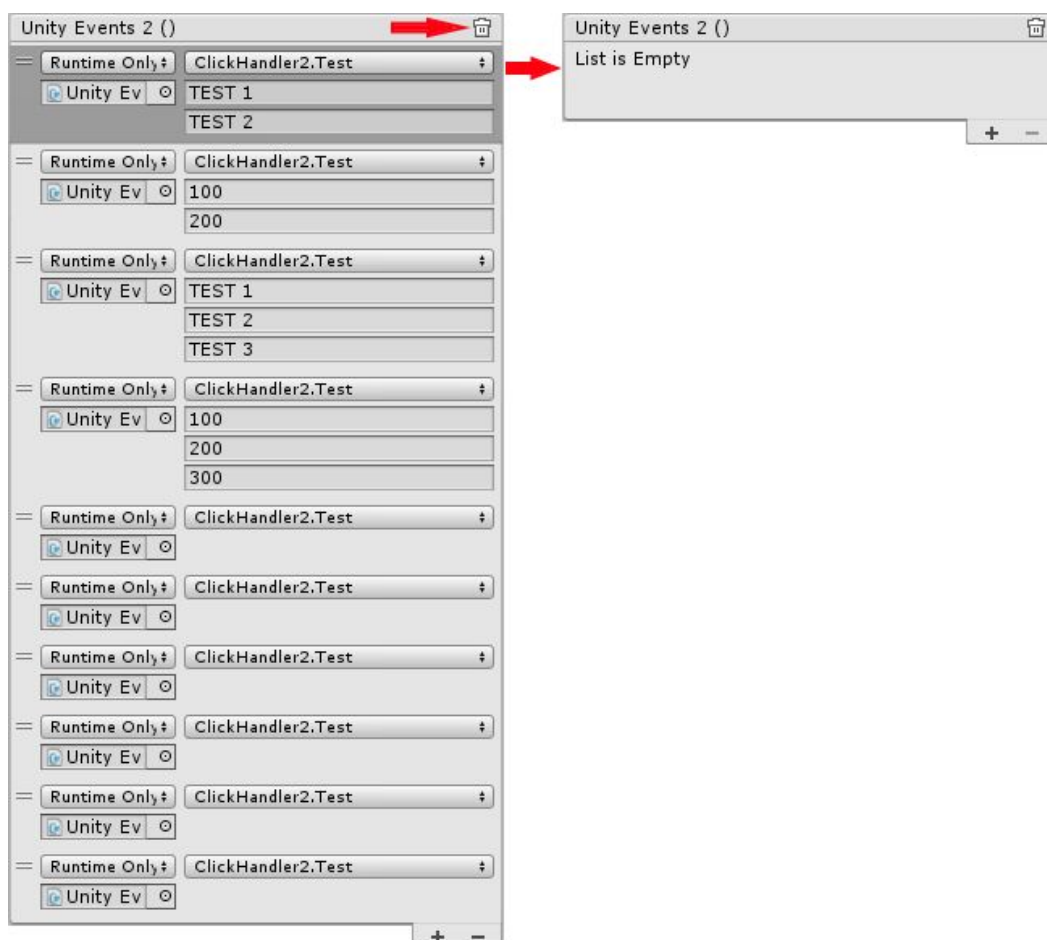


Image 7

3.UI 2.0

The Unity's UI components were upgraded as well to use **Events 2.0**. Every component has its “component 2.0”, such as:

- Button > Button 2.0
- Toggle > Toggle 2.0
- Slider > Slider 2.0
- Etc

You can access these components in the **GameObject > UI** menu or just go to **Create > UI** menu in the Hierarchy window (see Image 8 and 9 below). For more information on these components, check the **Sample UI Scene** under **Assets/Gabriel Pereira/Events 2.0 for Unity/Examples**.

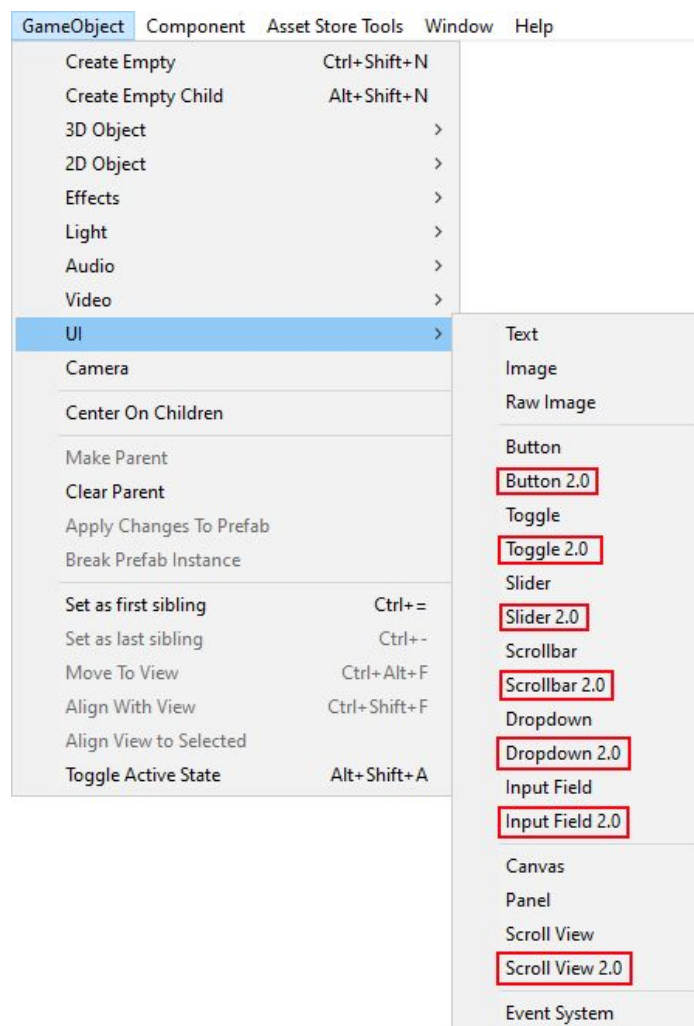


Image 8

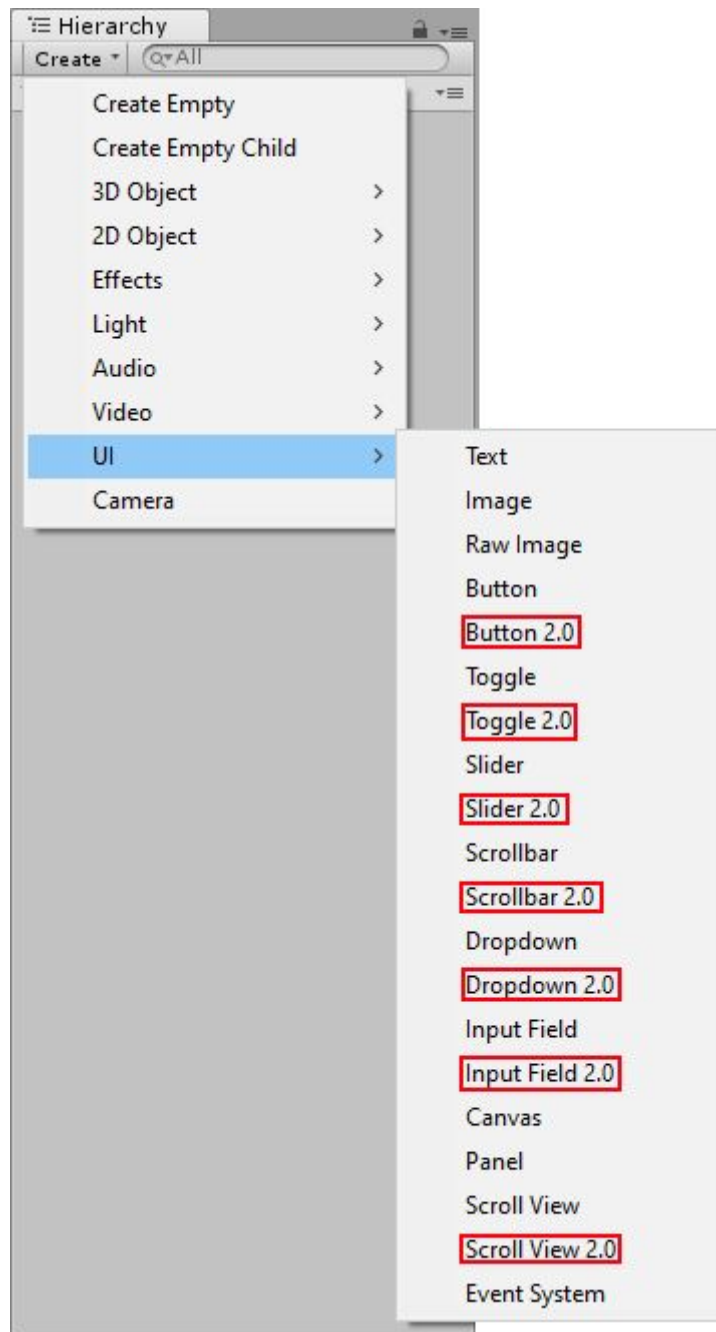


Image 9

4.Event Trigger 2.0

With Event Trigger 2.0, you can add some predetermined events, like **PointerDown**, **PointerClick**, **Select**, etc.

To do that, select the desired component, click on the **Add Component** button, go to **Event** and click on the **Event Trigger 2.0** component (see Image 10).

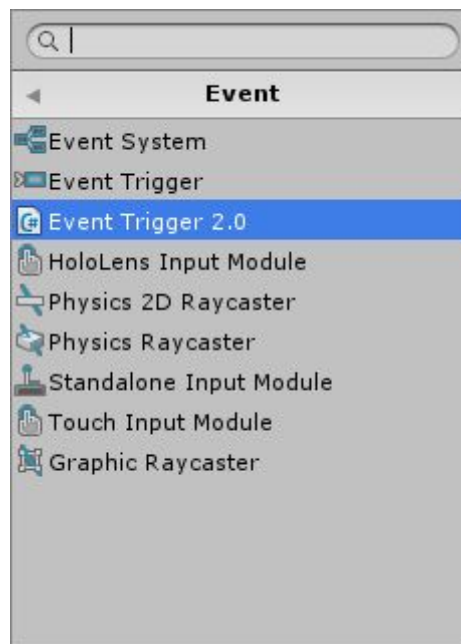


Image 10

After added, it'll look like the image below (see Image 11).

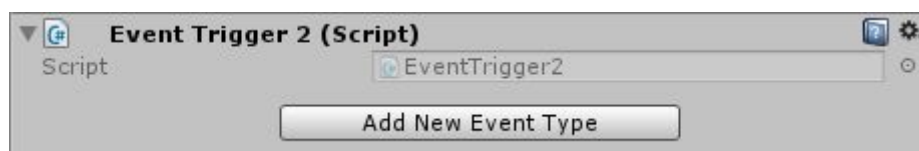


Image 11

Click on the **Add New Event Type** button to visualize all the possible events that can be added to the GameObject (See Image 12).

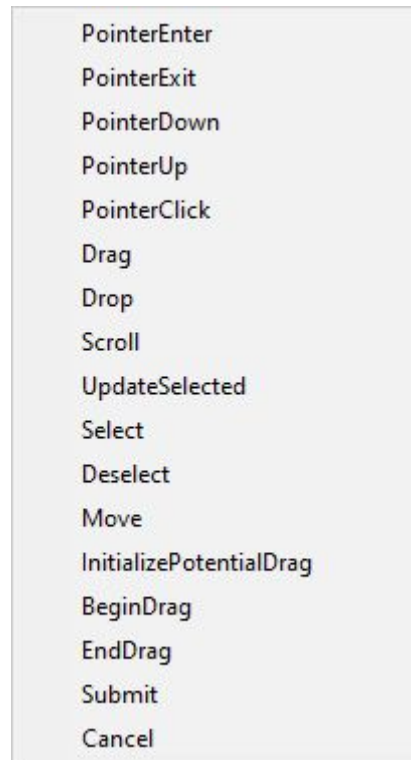


Image 12

After selecting the desired events (eg. **PointerClick**, **Drag** and **Select**), your GameObject will show those events on the Inspector (see Image 12).

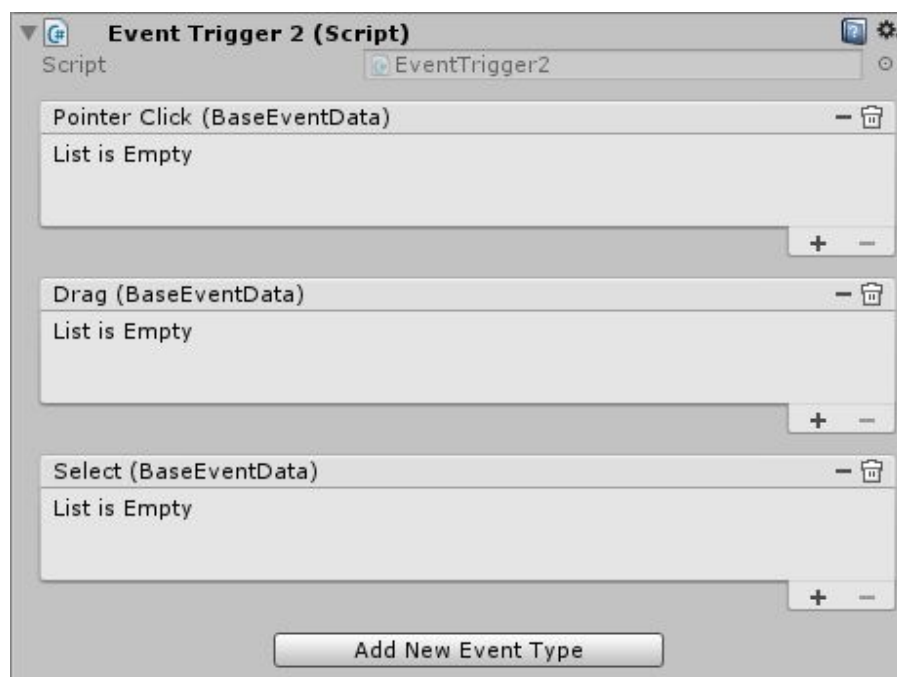


Image 12

When you click on the **Minus** icon, the event will be deleted (see Image 13 and 14).

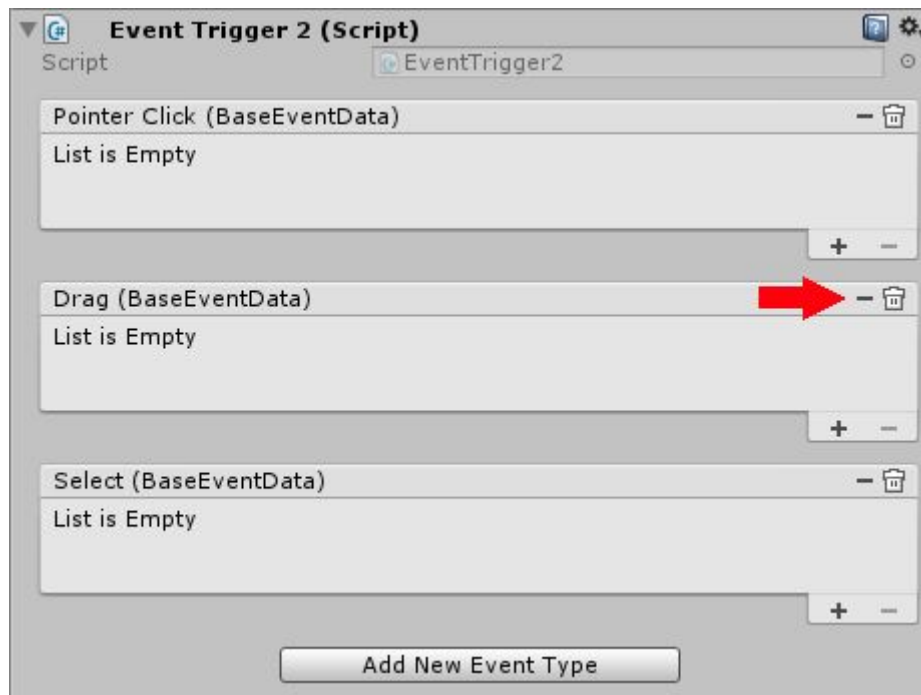


Image 13 (before delete)

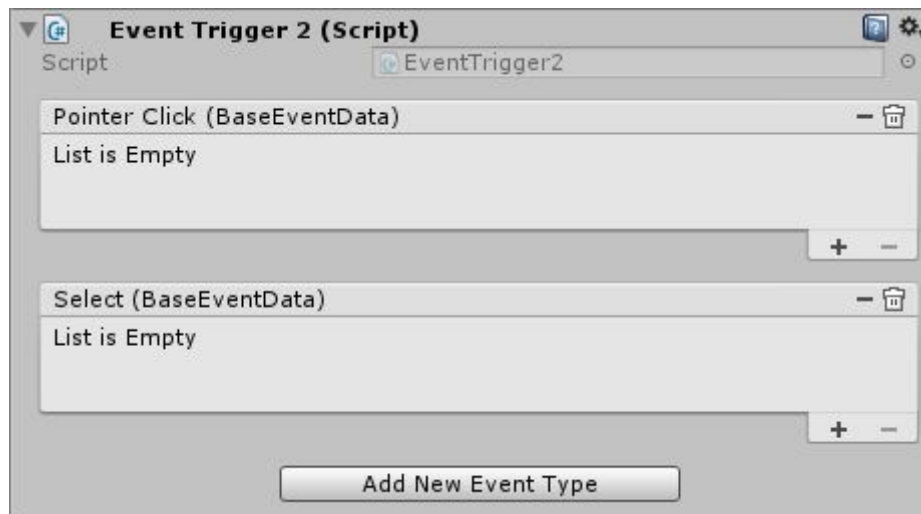


Image 14 (after delete)