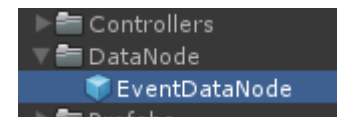
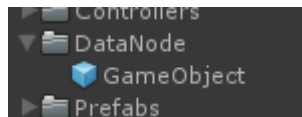
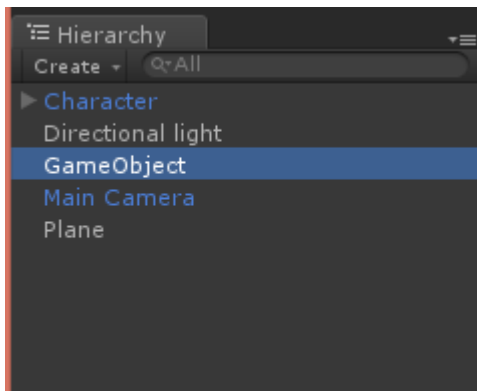


Tutorial 1

How to setup a new scene

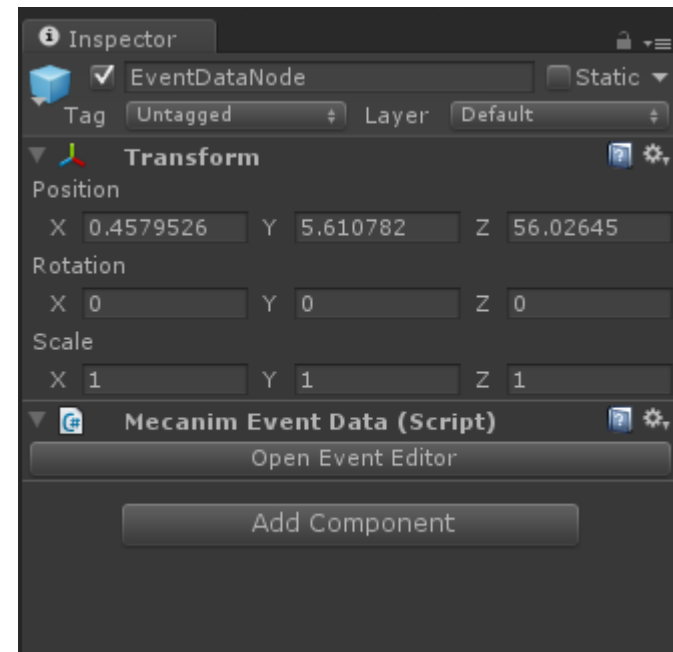
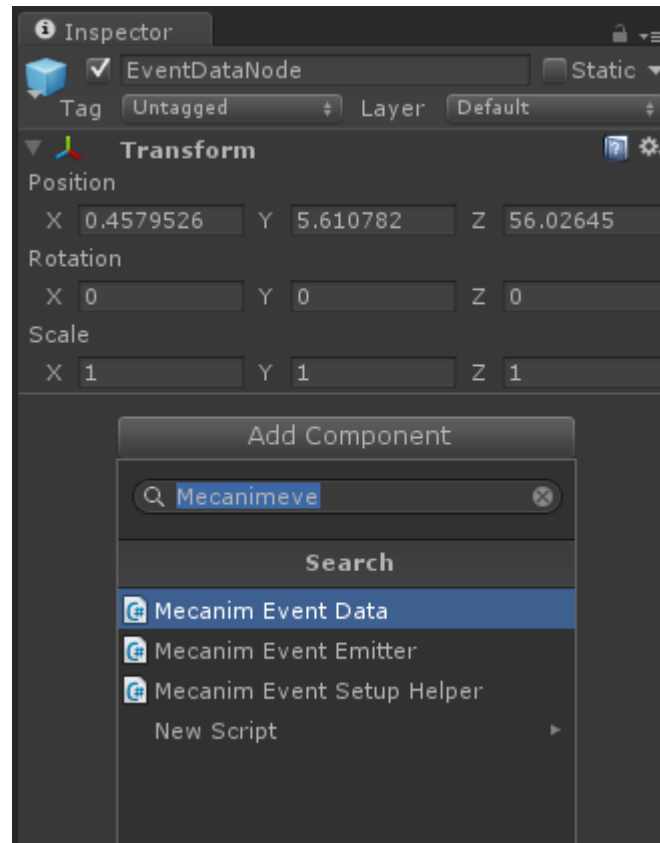
Prepare data node

- 1) Create a new empty GameObject in scene
- 2) Drag it from hierarchy to project view to make a prefab
- 3) Rename it to something meaningful
- 4) Delete the empty GameObject in scene



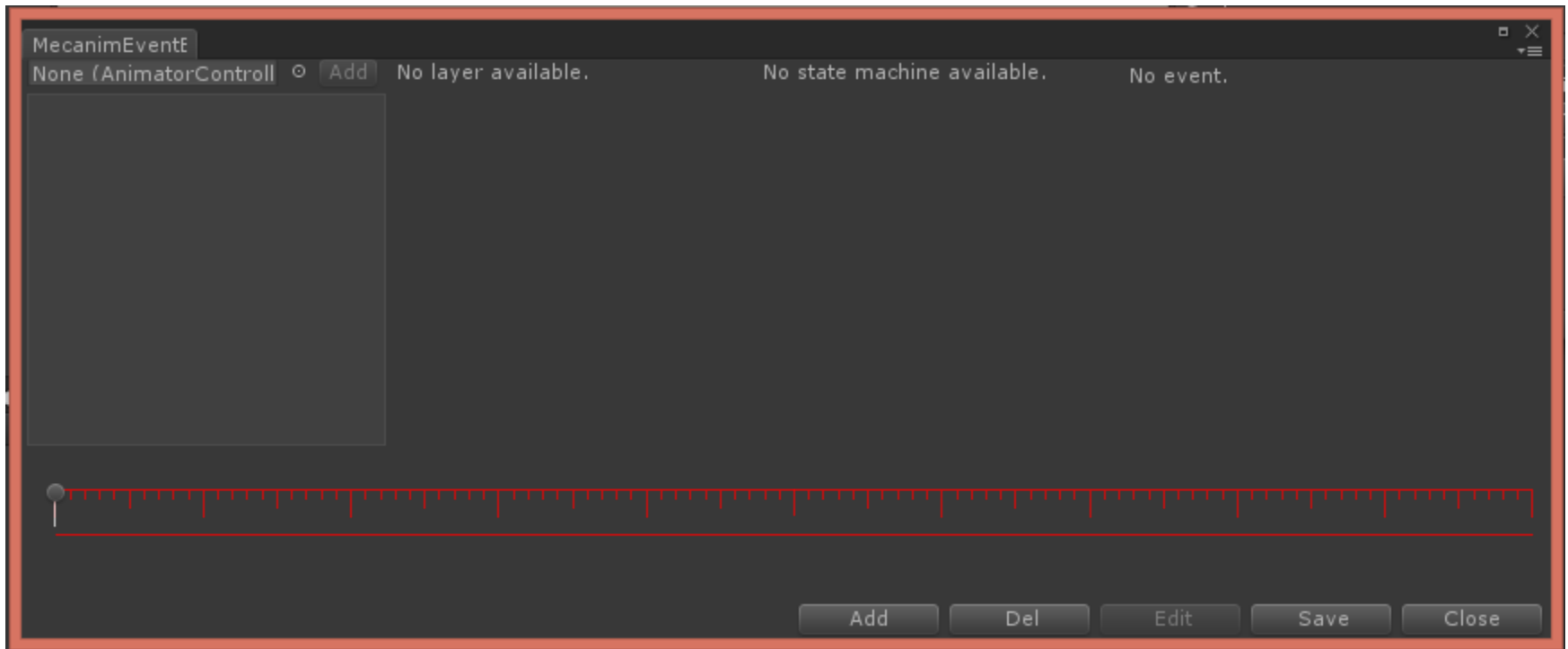
Prepare data node

5) Select the prefab we created and attach a MecanimEventData component to it



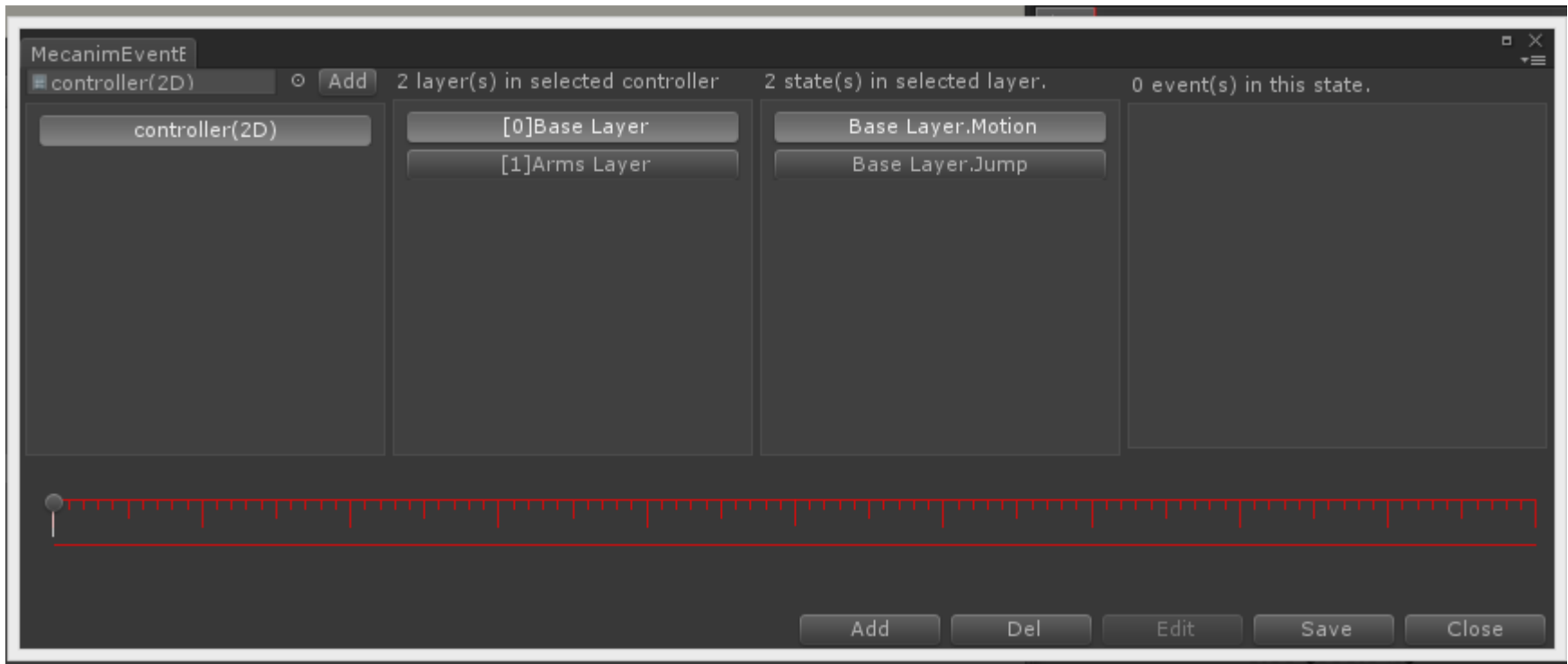
Add an event

1) Click the 'Open Event Editor' button



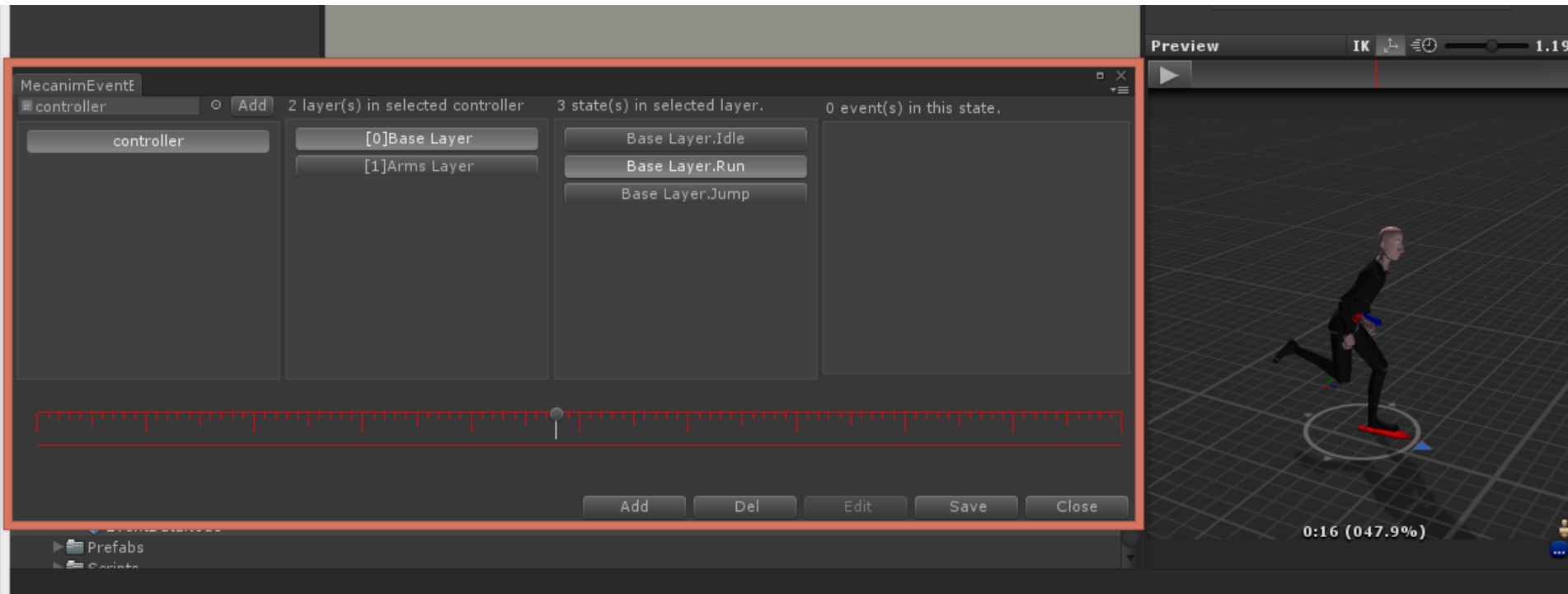
Add an event

- 2) Drag an AnimatorController, that event will be added to, to the field at top-left corner.
- 3) Click the 'Add' button next to the field.



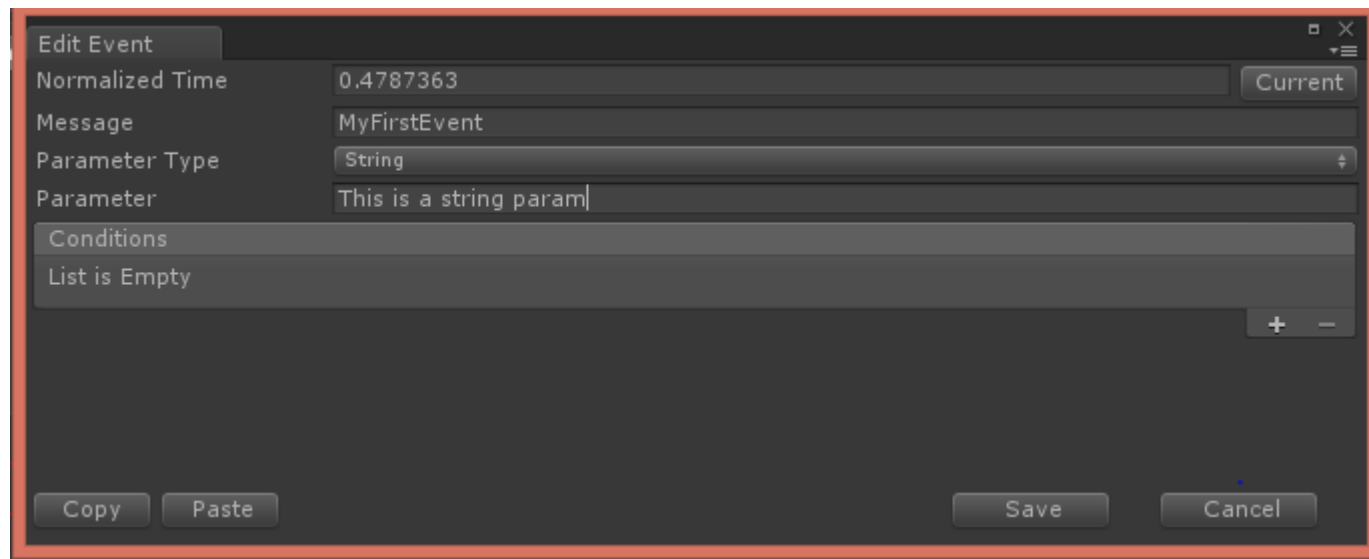
Add an event

- 4) Select a state that event will be added to
- 5) Drag the thumbnail on timeline to the moment event will be fired.



Add an event

- 6) Press the 'Add' button at bottom.
- 7) Set event name and parameter.



The screenshot shows a dark-themed 'Edit Event' dialog box with a red border. It contains the following fields and controls:

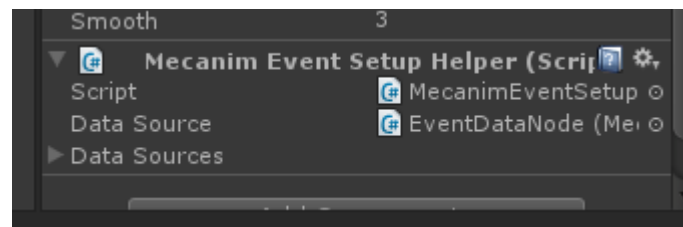
- Normalized Time:** A text field containing '0.4787363' and a 'Current' button to its right.
- Message:** A text field containing 'MyFirstEvent'.
- Parameter Type:** A dropdown menu showing 'String'.
- Parameter:** A text field containing 'This is a string param'.
- Conditions:** A section header above a list area that currently says 'List is Empty'. There are '+' and '-' buttons to the right of the list area.
- Buttons:** At the bottom, there are 'Copy', 'Paste', 'Save', and 'Cancel' buttons.

Add an event

8) Save, save and close.

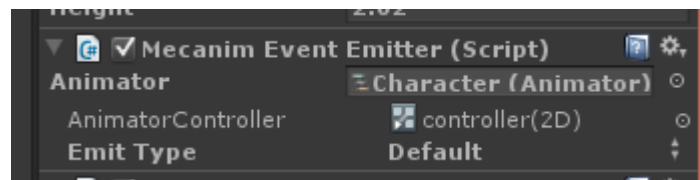
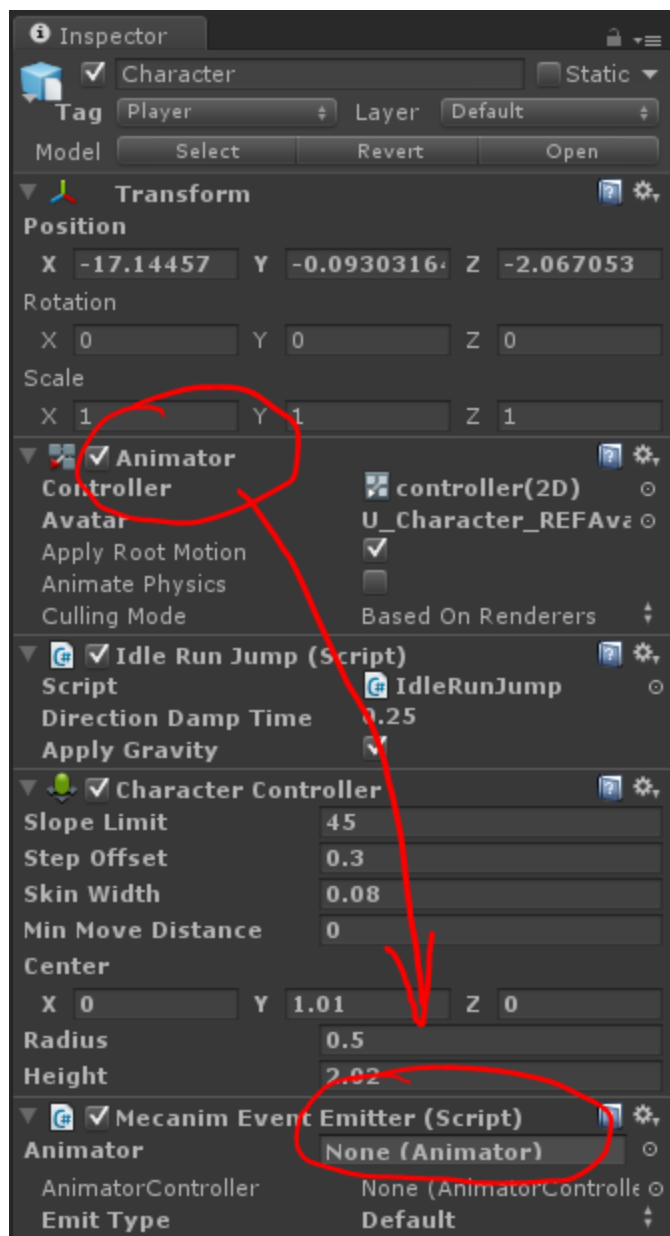
Make event system working

- 1) Select a permanent GameObject in scene.
I prefer the MainCamera.
- 2) Attach a MecanimEventSetupHelper component to it.
- 3) Fill the Data Source field with the prefab we created.



Handle event

- 1) Select a character using the AnimatorController we already created event on
- 2) Attach a MecanimEventEmitter component to it
- 3) Drag the Animator component of this character to the Animator field of emitter.



Handle event

- 4) Create a script and attach it to the character
- 5) Declare a function with same name of the event. Here is MyFirstEvent. This function receive a string parameter.

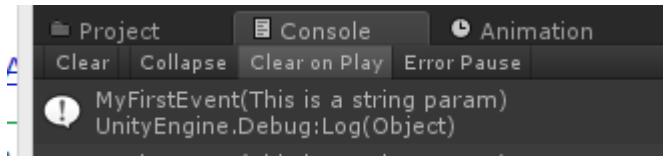
C#:

```
void MyFirstEvent (string eventParam) {  
    // Handle the event here  
    Debug.Log("MyFirstEvent" + "(" + eventParam + ")");  
}
```

JS:

```
function MyFirstEvent (eventParam : String) {  
    Debug.Log("MyFirstEvent" + "(" + eventParam + ")");  
}
```

Run the game.
It works.



Tips

* Double click or right click the event key on timeline will open the popup window directly.