### 

Lucine.Helpers.Events

**A simple Event System for Lucine Apps**



The Event System

The event system is a tiny tools to help sending and receiving notifications of events.

You define an eventType inherited from Event (event with no parameter)

public class ApplicationQuitEvent : Event { }

Or from the templated version which accept one parameter

public class OnPanelClosedEvent : Event<DemoPanel> { }

Then elsewhere you Add a listener to the defined type and set a function that will be called when the event will be fired. The function should have no parameter or the templated parameter type

Events.Instance.TypeOf<DemoPanel.OnPanelClosedEvent>().AddListener(OnPanel1Closed);

When no more need of the notification you can remove the listener

Events.Instance.TypeOf<DemoPanel.OnPanelClosedEvent>().RemoveListener(OnPanel1Closed);

When you want to fire the event you dispatch it !

Events.Instance.TypeOf<OnPanelClosedEvent>().Dispatch(this);

The Events class is a singleton that let you have a global pool of events. But you also can have pools dedicated to special features if you want. It this case you have to define your own pool using the class EventPool (that’s what Events do)

That’s so easy so use it !