

Usage

add namespace

```
using BitByte;
```

add unityevent2

```
public UnityEvent2[] unityEvent2;
```

now call using

```
unityEvent2.Invoke();
```

Example.cs

```
using UnityEngine;
using BitByte;

public class Example : MonoBehaviour {
    public UnityEvent2[] unityEvent2;

    void Awake() {
        CallEvent();
    }

    public void CallEvent() {
        unityEvent2.Invoke();
    }
}
```