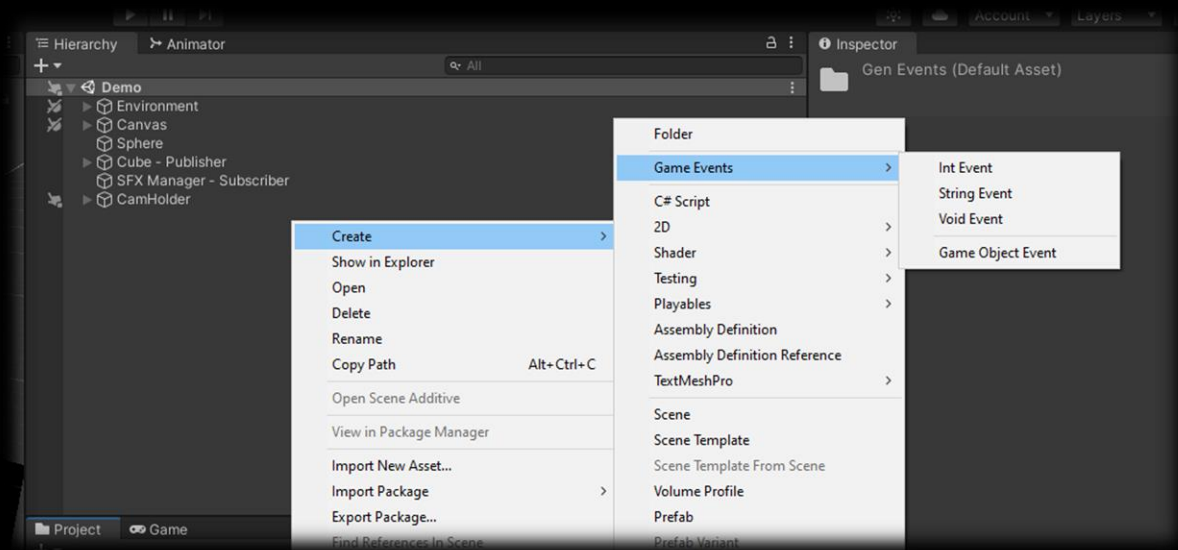# Gen Events

By PanettoneGames

Watch the tutorial on YouTube

Setup:

1. In the Project Window, Right-click to Create a Game Object Event as shown in the picture below

2. Create two classes using the below example
3. Create any scene object e.g. cube and a Text UI
4. Attach the below classes to the two objects created in step 3
5. assign the asset created in step 1 to both classes/components

```csharp
using UnityEngine;
using PanettoneGames.GenericEvents;

[RequireComponent(typeof(BoxCollider))]
public class HitPublisher : MonoBehaviour
{
    [SerializeField] GameObjectEvent gameEvent;

    public int HitCounter;
    private void Awake() => GetComponent<BoxCollider>().isTrigger =
true;
    private void OnTriggerExit(Collider other)
    {
        HitCounter++;
        gameEvent.Raise(this.gameObject);
    }
}
```

```csharp
using UnityEngine;
using UnityEngine.UI;
using PanettoneGames.GenericEvents;

[RequireComponent(typeof(Text))]
public class UIHitCounter : MonoBehaviour, IGameEventListener<GameObject>
{
    [SerializeField] GameObjectEvent gameObjectEvent;
    private Text scoreText;
    private void Awake() => scoreText = GetComponent<Text>();
    private void OnEnable() => gameObjectEvent.RegisterListener(this);

    private void OnDisable() => gameObjectEvent.UnregisterListener(this);

    public void OnEventRaised(GameObject item)
    {
        var x = item.GetComponent<HitPublisher>().HitCounter;
        Debug.Log($"Hit {x} times");
        scoreText.text = ($"Hit {x} times");
    }
}
```

#PanettoneGames