

Photon Custom Event

1. Create custom event class

```
namespace MyPhotonServer
{
    using Photon.SocketServer.Rpc;

    public class MyCustomEvent : Event
    {
        [EventParameter(Code = 100, IsOptional = false)]
        public string Message
        {
            get; set;
        }
    }
}
```

2. Handle operation on server (MyPeer.cs) – based on the guide for Photon Custom Operation:

```
public void OnOperationRequest(OperationRequest request)
{
    // handle operation here (check request.OperationCode)
    switch (request.OperationCode)
    {
        case 1:
        {
            var operation = new MyCustomOperation(request);

            // invalid params?
            if (!operation.IsValid)
            {
                // received garbage, send an error
                var response = new OperationResponse(request, 1, "That's garbage!");
                this.PhotonPeer.SendOperationResponse(response);
            }

            var @event = new MyCustomEvent { Message = operation.Message };
            eventData data = @event.GetEventData(1, request.Reliability,
                request.ChannelId);

            this.photonPeer.SendEvent(data);

            break;
        }
    }
}
```

3. Handle event on client

```
public void EventAction(byte eventCode, Hashtable photonEvent)
{
    switch (eventCode)
    {
        // hello world event
        case 1:
            // show the message
            Console.WriteLine(photonEvent[(byte)100]);
            break;
    }
}
```