

It it possible to redirect events?

Source:

<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.languages.csharp/2007-12/msg01206.html>

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```
class Manager
{
public event ItemEventHandler ItHappened;
public Manager
{
Item i;
i.ItHappend+=new ItemEventHandler(OnItHappened);
}
void OnItHappened(...)
{
this.ItHappened();
}
}
class Item
{
public event ItemEventHandler ItHapped;
}
```

Above are simplified version of two classes. The client interacts with the Manager, and the Manager has many 'Items'. This scheme works but looks kind of a waste and overhead, because everytime an item fires ItHapped, OnItHappened is called which simply fires the Manager's the same event with the same parameters. I just wondered, if this thing would be possible

```
class Client
{
void Init()
{
Manager m;
m.ItHappend += new ItemEventHandler(...);
~~~~~ Let's call this thing
X
}
}
class Manager
{
public event ItemEventHandler ItHappened;
public Manager
```

It it possible to redirect events?

```
{  
Item i;  
i.ItHappend+=somehow get X from Manager's ItHappend handlers;  
}  
}
```

If this is possible, then there's no need to call the trivial method each time. Is it possible to get the handler list of the Manager's ItHappend event at that point?

Thanks.

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