Godot

- Common questions

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Common questions

Why would you use `onready var` versus regular `var`?

- `var` is assigned when the script instance is created, if this is a node then it might not be added to the tree yet, so you can't use `get_parent` and similar on it.
- `onready var` is a shortcut for assigning vars in `_ready()` and is assigned a value after a node and siblings enter the tree. Only useful for nodes.

[Reference](#)

Troubleshooting

A connected event is not receiving the emitted signal

Make sure the handler is accepting the same number of arguments. For example if the emitted signal adds a context argument, then the connected handler must also accept the context argument, otherwise it is never called.

```
extends Node2D


func handle_mytrigger():
    # never reached as we are not accepting the argument!
    print('nope')


func _ready():
    Events.connect("mytrigger", self, "handle_mytrigger")
    var myplayer = 'me'
    Events.emit_signal('mytrigger', myplayer)
```