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)
```

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