Cheatography

# C# and Unity - The Basics Cheat Sheet

by Datacom via cheatography.com/46480/cs/13506/

| Unity Execution Order |
| --- |
| void Awake () |
| void OnEnable () |
| void Start () |
| void FixedUpdate () |
| void Update () |
| void LateUpdate () |
| void OnDisable () |
| void OnDestroy () |

| Controller / Movement | |
| --- | --- |
| Translation | transform.Translate(x, y, z) |
| Rotation | transform.Rotate(x, y, z) |
| Rotate Around | transform.RotateAround(x, y, z) |
| Look | transform.LookAt(target) |



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