

Unity Execution Order

void Awake ()

void OnEnable ()

void Start ()

void FixedUpdate ()

void Update ()

void LateUpdate ()

void OnDisable ()

void OnDestroy ()

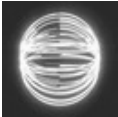
Controller / Movement

Translation transform.Translate(x, y, z)

Rotation transform.Rotate(x, y, z)

Rotate Around transform.RotateAround(x, y, z)

Look transform.LookAt(target)



By **Datacom**

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Not published yet.

Last updated 15th December, 2017.

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