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**
cheatography.com/datacom/

Not published yet.
Last updated 15th December, 2017.

Sponsored by **Readable.com**
Measure your website readability!
https://readable.com