

### Unity Messages

```
private void Awake() { / Called when the script is being loaded / }
private void OnEnable() { / Called every time the object is enabled / }
private void Start() { / Called on the frame when the script is enabled / }
private void Update() { / Called once per frame / }
private void LateUpdate() { / Called every frame after Update / }
private void OnBecameVisible() { Called when the renderer is visible by any Camera / }
private void OnBecameInvisible() { Called when the renderer is no longer visible by any Camera / }
private void OnDrawGizmos() { Allows you to draw Gizmos in the Scene View / }
private void OnGUI() { / Called multiple times per frame in response to GUI events / }
private void OnApplicationPause() { Called at the end of a frame when a pause is detected / }
private void OnDisable() { / Called every time the object is disabled / }
private void OnDestroy() { / Only called on previously active GameObjects that have been destroyed / }
```

### Conditional Compilation

```
#if UNITY_EDITOR
#if UNITY_STANDALONE
#if UNITY_ANDROID
#if UNITY_WEBGL
#endif
#endif
```

<https://docs.unity3d.com/Manual/PlatformDependentCompilation.html>

### C# Language Features

- Partial Classes allow you to split a class across multiple files
- Implicit Operators to easily convert from one value to another, without explicit casting required
- [Namespaces](https://learn.microsoft.com/de-de/dotnet/csharp/language-reference/keywords/namespace) to provide some structure for your code

<https://learn.microsoft.com/en-us/dotnet/csharp/programming-guide/classes-and-structs/partial-classes-and-methods>

### Coroutines

```
yield return null; // Waits until the next Update() call
yield return new WaitForSeconds(); // Waits until the next FixedUpdate() call
yield return new WaitForSecondsOf(float seconds); // Waits until everything this frame has executed
yield return new WaitForSeconds(float seconds); // Waits for game time in seconds
yield return new WaitUntil(() => MY_CONDITION); // Waits until a custom condition is met
yield return new WWW("MY_WEBREQUEST"); // Waits for a web request
yield return StartCoroutine("MY_COROUTINE"); // Waits until another
```



By Leyren

[cheatography.com/leyren/](https://cheatography.com/leyren/)

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### Property Attributes

```
[SerializeField] // serialize and show field in inspector  
[HideInInspector]  
[RequireComponent(typeof(Collider))]  
[Range(0, 100)] // Will show as slider in inspector  
[Min(0)]  
[Max(100)]  
[Header("My Header ")] // display header in inspector  
[Tooltip("My tooltip")] // tooltip when hovering over it in inspector  
[BurstCompile] // use burst compiler  
[BurstCompatible] // ensure class stays burst compatible
```



By **Leyren**

[cheatography.com/leyren/](https://cheatography.com/leyren/)

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