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 LateUp date() { / Called every frame after Update / }
private void OnBeca meV isi ble() { Called when the renderer is visible by any Camera / }
private void OnBeca meI nvi sible() { Called when the renderer is no longer visible by any Camera / }
private void OnDraw Giz mos() { Allows you to draw Gizmos in the Scene View / }
private void OnGUI() { / Called multiple times per frame in response to GUI events / }
private void OnAppl ica tio nPa use() { Called at the end of a frame when a pause is detected / }
private void OnDisa ble() { / Called every time the object is disabled / }
private void OnDest roy() { / Only called on previously active GameOb jects that have been destroyed / }
```

Conditional Compilation

```
#if UNITY_EDITOR
#if UNITY_ STA NDALONE
#if UNITY_ ANDROID
#if UNITY_ WEBGL
#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

- {{link="https://learn.microsoft.com/de-de/dotnet/csharp/language-reference/keywords/namespace}}Namespaces 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 WaitFo rFi xed Upd ate(); // Waits until the next FixedU pdate() call
yield return new WaitFo rEn dOf Fra me(); // Waits until everything this frame has executed
yield return new WaitFo rSe con ds( float seconds); // Waits for game time in seconds
yield return new WaitUn til(() => MY_CON DIT ION); // Waits until a custom condition is met
yield return new WWW("MY /WE B/R EQU EST "); // Waits for a web request
yield return StartC oro uti ne( " MY_ COR OUT INE "); // Waits until another
```

By **Leyren**

cheatography.com/leyren/

Not published yet.
Last updated 18th May, 2023.
Page 1 of 2.

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

Property Attributes

```
[SerializeField] // serialize and show field in inspector
[HideI nIn spe ctor]
[Requi reC omp one nt( typ eof (Co lli der))]
[Range(0, 100)] // Will show as slider in inspector
[Min(0)]
[Max(100)]
[Heade r("My Header ")] // display header in inspector
[Toolt ip( "My toolti p")] // tooltip when hovering over it in inspector
[Burst Com pile] // use burst compiler
[Burst Com pat ible] // ensure class stays burst compatible
```

By **Leyren**
cheatography.com/leyren/

Not published yet.
Last updated 18th May, 2023.
Page 2 of 2.