MonoBehavior — Base Class of all Scripts

Most scripts attach to a game object — an object that is part of your Unity3D scene. All scripts inherit from MonoBehavior, which inherits from Object base classes.

Event Messages

Message	Called when ...
■ UPDATE EVENTS	
Awake()	... script is loading
Start()	... script starts
Update()	... every frame
FixedUpdate()	... every fixed framerate (best for physics)
LastUpdate()	... after Update() and FixedUpdate()
■ COLLISION EVENTS	
OnCollisionEnter()	... object first collides with something
OnCollisionStay()	... while this object continues colliding
OnCollisionExit()	... when object stops colliding with something
■ TRIGGER EVENTS	
OnTriggerEnter()	... object has something enter its trigger area
OnTriggerStay()	... another object remains in trigger area
OnTriggerExit()	... another object leaves this object's trigger area