

## Unity3D with UnityScript Cheat Sheet by lordavi via cheatography.com/20874/cs/3749/

## 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
FixedU pdate()	every fixed framerate (best for physics)
LastUp date()	after Update() and FixedUpdate()
■COLLISION EVENTS	
OnCollisionEnter()	object first collides with something
OnColl isi onS tay	while this object continues colliding
()	
OnColl isi onE xit	
()	something
■TRIGGER EVENTS	
OnTrig ger Enter()	object has something enter its trigger area
OnTrig ger Stay()	another object remains in trigger area
OnTrig ger Exit()	another object leaves this object's trigger area



By **lordavi** cheatography.com/lordavi/

Not published yet. Last updated 12th May, 2016. Page 1 of 1. Sponsored by CrosswordCheats.com
Learn to solve cryptic crosswords!
http://crosswordcheats.com