

Global C# tips

```
Expression ? dolfTrue : dolfFalse;
```

```
FloatComparer.AreEqual ((float)A, (float)B, (float)FloatComparer.kEpsilon)
```

```
using UnityEngine.Assertions.Comparers;
```

Debug

```
Debug.Log
```

```
Debug.LogWarning
```

```
Debug.LogError
```

GameObject

```
public GameObject();
```

```
public GameObject(string name);
```

```
T instance.AddComponent<T>();
```

```
T instance.GetComponent<T>();
```

```
Transform x = instance.transform;
```



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