Cheatography

Unity 3D (C#) - Common Functions Cheat Sheet

by TwiX via cheatography.com/120731/cs/21942/

Collisions

Discrete (default)	Continuous	Continuous Dynamic	Continuous Speculative
Checks for collisions on each physics step	The collider is cast forward, similar to box casting. Which makes it far more accurate than Discrete	Collides with objects that contain a rigid body (and are not static)	Draws a bounding box around the current object, and a predicted position according to its movement
Depends on the 'Fixed Timestep' value defined in Project Settings > Time	The collider only collides with **static** objects	Typically used when you need to collide two moving objects	Works with both, static and dynamic colliders. But, it suffers from *ghost* collisions whereby an object may hit a collision prior to touching.

Assets

Free game vector icons

Brackey's Assets

Free game assets

Kenney.nl assets

C# Principles

`(condi tion1 && condit ion2) ? true : false`	A single line conditional statement
`public <ty pe> <na me> {get; set;}`	Single-line property creation (prop in VS)
`public Apple( string newColor) : base(n ewC olo r)`	This specifies the parent constructor if a constructor is not already present

Common Code Snippets

`Parent Gam eOb jec t.t ran sfo rm.G et Child (0)`	Get child component of GameObject
`Rigidb ody.Ad dTo rqu e(( Vector3 torque, ForceMode mode = ForceM ode. Force)`	Continuous force along the direction of the force vector

Useful Links

Unity's Execution Order of Event Functions

Unity3D Open-source search engine

By **TwiX**
cheatography.com/twix/

Not published yet.
Last updated 2nd November, 2022.

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