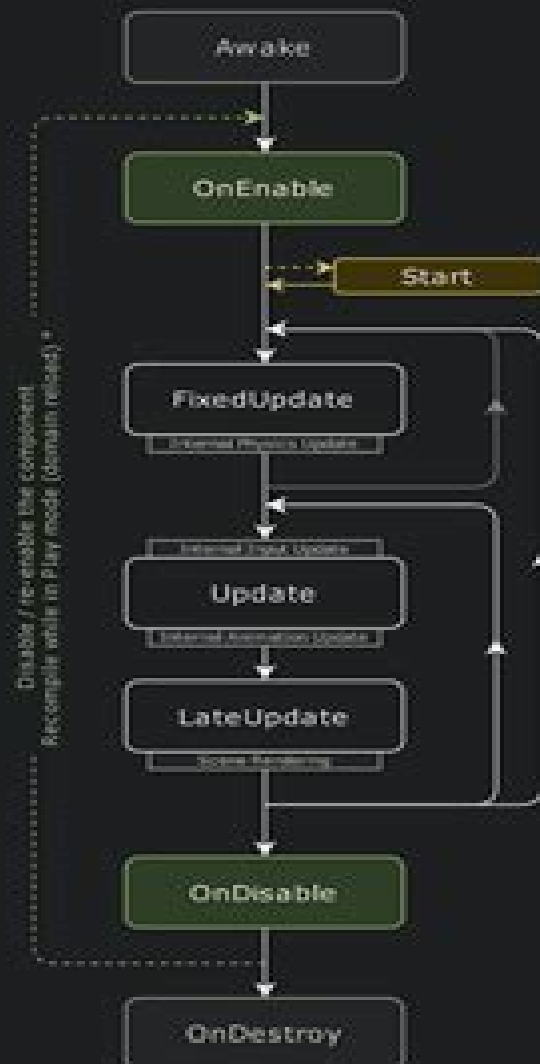


Comprehensive guide of execution of Unity event functions

Cheat sheet for beginners and not-so-beginners (v2) - by Edy (@vehidephysics)



Awake is called **once** when the Component is added to an active GameObject or its GameObject becomes active for the first time. Awake is called even if the Component starts disabled. If the component is created using `Instantiate()` or `AddComponent()`, Awake is called if the GameObject is active, and if so `OnEnable` is called if the Component starts enabled, before the call returns. Deactivating and reactivating the GameObject or the Component, or recompiling while in Play mode (domain reload)*, does **not** call Awake again.

OnEnable is called whenever the Component becomes enabled in an active GameObject. Setting `Component.enabled=true` from scripting calls `OnEnable` before the assignment returns.

Start is called **once** after the component becomes enabled for the first time, before the first execution cycle. Disabling and re-enabling the component or its GameObject, or recompiling while in Play mode (domain reload)*, does **not** call Start again.

FixedUpdate

- Called at a fixed rate (50 Hz by default, Project Settings > Time > Fixed Timestep).
- `Time.deltaTime` returns the value specified in the Fixed Timestep setting (0.02 by default).
- FixedUpdate will be called for each and every fixed timestep (no skips or time jumps).

Update / LateUpdate

- Called before preparing each visually presented frame.
- `Time.deltaTime` returns the time between each frame presentation (typically 1/display rate).
- Display frames may be skipped if the cpu/gpu load can't keep the display rate.
- LateUpdate is called after all Update and internal animation functions have been called.

FixedUpdate may be called several times between each Update in certain situations. Typically, Update/LateUpdate are called several times between each FixedUpdate.

Rule of thumb:

- **FixedUpdate:** physics, gameplay, AI, stuff that require fixed time steps and/or would affect gameplay if execution cycles were skipped or jump in time.
- **Update:** input, visual elements, UI, audio, effects... Stuff intended to run smoothly in varying delta time (motion, animation), and may skip execution cycles on high CPU/GPU load without affecting gameplay.
- **LateUpdate:** camera control, post-processing after everything is moved/animated.

OnDisable is called whenever the Component is disabled or its GameObject is deactivated. Setting `Component.enabled=false` from scripting calls `OnDisable` before the assignment returns.

OnDestroy is called when the Component is deleted from the GameObject, or the GameObject itself is destroyed. This also happens when quitting or exiting play mode.

* When recompiling while in Play mode (domain reload) all the non-serializable fields in the component, both public and private, are reset to their defaults. All non-static public and private fields of serializable types** in the component, even if not marked as `[SerializeField]`, except those marked with `[NonSerialized]`, conserve their values when the execution is resumed.

** **Serializable types** include basic data types (`int`, `string`...), some built-in types (`Vector3`, `Quaternion`...), structs/classes marked as `[Serializable]`, and references/arrays/lists of serializable types. Search "Script serialization" in the Unity manual for an exhaustive list.

Unity Manual

Ryan Henson Creighton



Unity Manual:

Unity All-In-One Patrick Felicia, Unleash Your Creativity and Master 3D Game Development Are you ready to bring your game ideas to life Unity All In One is the ultimate step by step guide for aspiring game developers and enthusiasts who want to create stunning 3D games while mastering Unity and C Whether you re a complete beginner or have some experience this book is packed with practical projects and clear explanations to help you level up your skills What You ll Learn Unity Basics Understand Unity s interface and essential tools to get started on your game development journey Core Mechanics Create interactive game environments implement navigation and build engaging gameplay systems Player Interaction Design intuitive controls collect items and manage scoring systems Advanced Features Add weapons NPCs animations and dynamic difficulty levels to enhance gameplay Adaptive Gameplay Implement adaptive challenges and responsive game environments for a truly immersive experience Optimization Tips Ensure smooth performance and scalability for your game worlds Chapter Highlights Chapter 1 Unity Basics Learn the foundational tools and features of Unity including the interface prefabs and manipulating objects in the scene Chapter 2 Introduction to C Coding Master essential programming concepts such as variables loops functions and object oriented programming to power your games Chapter 3 Game Mechanics Develop critical mechanics like scoring saving player progress inventory management collision detection tags loading scenes ray casting and particles Chapter 4 3D Animation Explore Unity s Mecanim animation system finite state machines transitions and triggers to bring characters to life Chapter 5 Building a User Interface Create immersive UI elements like splash screens buttons images and special effects to enhance user experience Chapter 6 AI for NPCs Implement intelligent NPC behaviors with navigation obstacle jumping enemy detection group movement and melee combat Chapter 7 Adaptive Gameplay Introduce difficulty levels adjust NPC behaviors dynamically and create games that adapt to player skill levels Who Is This Book For Beginners with no prior coding or Unity experience Intermediate developers looking to deepen their knowledge of Unity and game mechanics Hobbyists and indie developers eager to turn their game ideas into reality Students and educators seeking a structured approach to learning Unity and C From designing simple game worlds to creating complex NPC behaviors and adaptive challenges Unity All In One will guide you through every step of game development With quizzes challenges and resource packs included you ll not only build games but also the confidence to take on your next big project Start your game development journey today grab your copy of Unity All In One and bring your imagination to life **Unity Cookbook** Matt Smith,Shaun Ferns,Sinéad Murphy,2023-11-30 Are you ready to take your Unity game development skills to the next level Look no further The Unity Cookbook 2023 5th Edition is your essential guide to mastering the latest features of Unity 2023 packed with over 140 recipes to empower your game development journey Purchase of the print or Kindle book includes a free eBook in the PDF format Key Features Explore VR and AR development to create immersive experiences that redefine gaming Craft captivating mobile games with optimized performance and user friendly controls Elevate gameplay with

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Cyber-Physical Systems Engineering and Control Alla G. Kravets, Alexander A. Bolshakov, Maxim V. Shcherbakov, 2023-07-31 This book is devoted to the study of engineering and control technologies for the cyber physical systems development This book defines the approaches in the engineering leverage the exploitation of artificial intelligence and most urgent computing methods The authors study the activities allows for the developing new and perspective concepts of robotics systems combining various machine learning methods uncertainty explanation approaches computer vision and unmanned aerial systems control technologies including artificial neural networks and simulation modeling by addressing a large scale of applications The book also describes new materials engineering as well as implementation of these technologies in the different domains such as polymeric film production polymer composition and roller squeezing of leather in order to realize the novel cyber physical systems their functionalities and features The authors describe the development of method for increasing the software efficiency considering the increasing complexity of the computing systems and the importance of ensuring accuracy and velocity of modelling The book also analyses algorithms for

fuzzy models and systems including the cyber physical real time systems and non stationary object with discrete time The authors highlight the problem of ensuring the quality on engineering technologies for cyber physical systems as the most important and consider different approaches to its solution

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Ryan Henson Creighton, 2013-12-26 This is a practical and light hearted guide to get to grips with creating your first games with easy to follow step by step tutorials using the award winning Unity engine If you've ever wanted to enter the world of independent game development but have no prior knowledge of programming or game development then this is the book for you Game developers transitioning from other tools like GameMaker and Flash will find this a useful tool to get them up to speed on the Unity engine as will anyone who has never handled the Unity engine before

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Felicia,2024-08-01 This book is a companion manual for Unity from Zero to Proficiency Foundations offering tips projects and exercises for both students and teachers alike In This Companion Book Each Chapter Includes a Section for Both Students and Instructors Students will find a wide range of information to both challenge them and strengthen their knowledge and skills in game programming These consist of Chapter Summaries Key concepts and takeaways important terms and definitions and practical applications of the concepts Challenging Questions Yes No questions short answer questions and open ended discussion questions Practice Exercises Hands on activities real world scenarios to apply the concepts and step by step guides to completing tasks Projects Comprehensive projects that apply all key concepts from the chapter Additional Resources Links tools and other resources to support their progress Teachers will find a wealth of information and resources to help them prepare structure and lead classes where Unity is used These consist of Lesson Plans Objectives key points and activities Teaching Tips How to explain complex concepts common pitfalls faced by students and how to engage students with different skill levels Assessment Tools Suggestions for assignments projects and quizzes including question banks Together this book will help both students and teachers not only understand the skills and knowledge provided in each chapter but also challenge students to further develop their creative and problem solving skills Why Choose This Book Comprehensive Learning Path Structured approach from basic concepts to advanced techniques in Unity and game programming Real World Projects Apply your knowledge through practical game development projects quizzes and challenges Expert Guidance Benefit from the author s extensive experience as an instructor providing clear explanations and valuable insights Support and Resources Access additional resources and support to enhance your learning Who Will Benefit from This Book Teachers Equip yourself with the tools and knowledge to effectively teach Unity and game development Students Gain valuable skills in game development and programming preparing you for future careers in technology Educational Institutions Enhance your curriculum with interactive and engaging content fostering a dynamic learning environment Hobbyists and Enthusiasts Anyone interested in learning Unity will find this book a valuable resource for self study Start your journey today and transform your classroom with Unity Buy now and empower yourself and your students with cutting edge skills in game development

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