Comprehensive guide of execution of Unity event functions
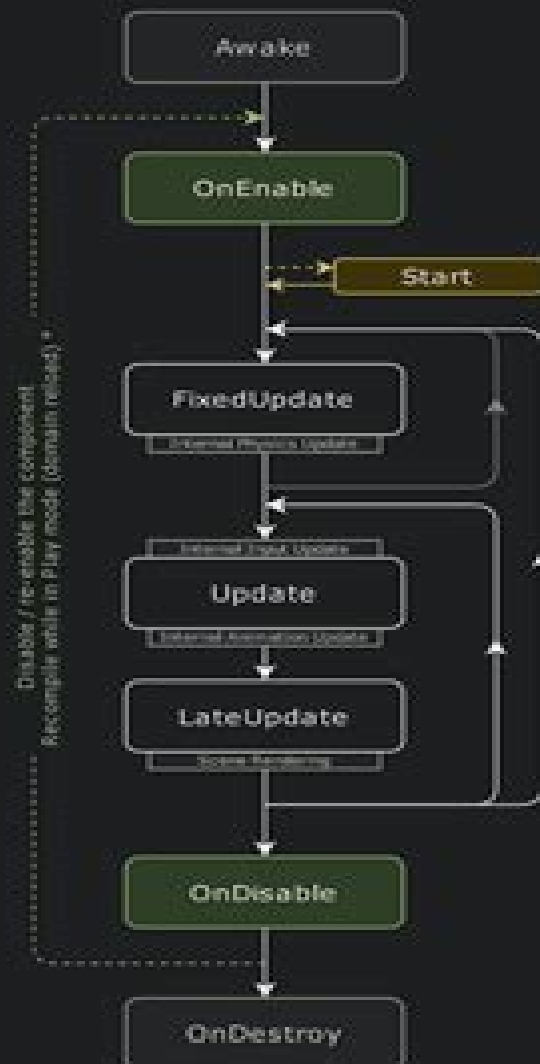
Cheat sheet for beginners and not-so-beginners (v2) - by Edy (@vehiclephysics)

Awake

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

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

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
Internal Physics Update

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).

Internal Input Update

Update
Internal Animation Update

LateUpdate
Scene Rendering

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

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

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.

Disable / re-enable the Component
Recompile while in Play mode (domain reload) *

* 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 [SerializableField], 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

Matt Smith,Shaun Ferns,Sinéad Murphy

Unity Manual:

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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 **Learn Unity 2017 for iOS Game Development** Allan Fowler,Philip Chu,2017-11-24 Discover how to use Unity with Xcode to create fun imaginative 3D games for iPhone and iPad This book shows you how to optimize your game for both speed and quality how to test and profile your game and how to get the most out of your iOS device features including the gyroscope and accelerometer You ll also learn how to incorporate the latest Game Center improvements in iOS into your game how to make sure your game gets into the App Store and even how to promote your app and track revenue Unity is an incredibly powerful and popular game creation tool and Unity 5 brings even more great features including Mecanim animation If you have a great 3D game idea and you want to make it a reality in the App Store then Learn Unity 5 for iOS Game Development has exactly what you need What You ll Learn How to include iAds How to integrate Game Center leaderboards and achievements How to profile and optimize performance Who This Book Is For iOS developers interested in using Unity and Unity developers who want to customize their games for iOS devices **Virtual Reality with VRTK4** Rakesh Baruah,2019-12-06 Virtual reality is quickly becoming the next medium to communicate your ideas Once siloed in make believe world of science fiction virtual reality can now touch any aspect of your life This book shows you how to create original virtual reality content using the Unity game engine and the Virtual Reality Tool Kit By the end of the book you ll be creating your own virtual reality experience using the fundamental building blocks within You ll start by reviewing spatial computing an emerging field that encompasses self driving cars to space exploration You ll also create your own virtual reality environments for use on headsets such as those from Oculus and HTC Using the Unity3D game engine and the Virtual Reality Toolkit on a computer or laptop you will walk through the fundamentals of virtual reality with as little code as possible That is the beauty of Unity and the Virtual Reality Toolkit You will discover how to use buttons in a virtual space gaze tracking for user input and physics for enabling interaction between a human and a

virtual space From game design to education to healthcare to human resources virtual reality offers new and creative ways to engage users students patients customers and more Not a coding book Virtual Reality with VRTK4 shows that you don t need to be a computer or graphics whiz to begin creating your own virtual reality experiences What You ll Learn Grasp Virtual Reality Toolkit and its interaction with Unity3D Explore the fundamental science of virtual reality Review the inner workings of Unity3D and its integration with VRTK Understand the big picture of C coding in Unity3D Incorporate head and hand movement into virtual experiences Who This Book Is For Creative professionals or students who are familiar with computer design programs and want to begin prototyping their own original virtual reality work as quickly as possible *Beginning iOS AR Game Development* Allan Fowler,2018-11-16 Create a fully featured application that s both sophisticated and engaging This book provides a detailed guide in developing augmented reality games that can take advantage of the advanced capabilities of new iOS devices and code while also offering compatibility with still supported legacy devices No programming experience is necessary as this book begins on the ground floor with basic programming concepts in Unity and builds to incorporating input from the real world to create interactive realities You ll learn to program with the Unity 2017 development platform using C Recent announcements of increased AR capabilities on the latest iPhones and iPads show a clear dedication on Apple s part to this emerging market of immersive games and apps Unity 2017 is the latest version of this industry leading development platform and C is a ubiquitous programming language perfect for any programmer to begin with Using the latest development technologies Beginning iOS AR Game Development will show you how to program games that interact directly with the real world environment around the user for creative fantastic augmented reality experiences What You ll Learn Download assets from the Unity store Create a scene in Unity 2017 Use physics and controls on mobile devices Who This Book Is For Beginner programmers and or people new to developing games using Unity It also serves as a great introduction to developing AR games and educators teaching the subject at high school or higher levels *The Catholic faith, a manual of instruction for members of the Church of England* William Henry Griffith Thomas,1906 *The Unitarian* Jabez Thomas Sunderland,Brooke Herford,Frederick B. Mott,1886 **Journal of the General Conference of the Methodist Episcopal Church ...** Methodist Episcopal Church. General Conferences,1888 **Journal of the General Conference of the Methodist Episcopal Church** Methodist Episcopal Church. General Conference,1888 *International Labour Review* ,1921 *Spelling Steps 4* Saddleback Educational Publishing,2010-09-01 The low reading level and the carefully paced learning progression in this four eBook reproducible program ensures steady progress that leads to success Use the lessons sequentially or pick and choose for focused drill Topics Include Teaching students how to confidently begin to master spelling s rule breakers **The International Trade-Union Movement** ,1925 Story of the Christian Science Church Manual, Proving Its Immortality ,1934 **Rapport du directeur** ,1927 The Hawley Record Elias Sill Hawley,1890 *Report of the Director* ,1927 *Expert systems theory & applications* M. H. Hamza,1989

The Enigmatic Realm of **Unity Manual**: Unleashing the Language is Inner Magic

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