

### 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 MonoBehaviour, which inherits from Object base classes.

### Event Messages

| Message | Called when ... |
|---------|-----------------|
|---------|-----------------|

#### ■ UPDATE EVENTS

|               |                                              |
|---------------|----------------------------------------------|
| Awake()       | ... script is loading                        |
| Start()       | ... script starts                            |
| Update()      | ... every frame                              |
| FixedUpdate() | ... every fixed framerate (best for physics) |
| LateUpdate()  | ... after Update() and FixedUpdate()         |

#### ■ COLLISION EVENTS

|                    |                                                |
|--------------------|------------------------------------------------|
| OnCollisionEnter() | ... object first collides with something       |
| OnCollisionStay()  | ... while this object continues colliding      |
| OnCollisionExit()  | ... when object stops colliding with something |

#### ■ TRIGGER EVENTS

|                  |                                                      |
|------------------|------------------------------------------------------|
| OnTriggerEnter() | ... object has something enter its trigger area      |
| OnTriggerStay()  | ... another object remains in trigger area           |
| OnTriggerExit()  | ... another object leaves this object's trigger area |



By lordavi  
[cheatography.com/lordavi/](http://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>