

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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