

- **GameObject:** Represents the type of objects which can exist in a Scene
- **MonoBehaviour:** The base class from which every Unity script derives, by default.
- **Object:** The base class for all objects that Unity can reference in the editor.
- **Transform:** Provides you with a variety of ways to work with a GameObject's position, rotation and scale via script, as well as its hierarchical relationship to parent and child GameObjects.
- **Vectors:** Classes for expressing and manipulating 2D, 3D, and 4D points, lines and directions.
- **Quaternion:** A class which represents an absolute or relative rotation, and provides methods for creating and manipulating them.
- **ScriptableObject:** A data container that you can use to save large amounts of data.
- **Time (and framerate management):** The Time class allows you to measure and control time, and manage the framerate of your project.
- **Mathf:** A collection of common math functions, including trigonometric, logarithmic, and other functions commonly required in games and app development.
- **Random:** Provides you with easy ways of generating various commonly required types of random values.
- **Debug:** Allows you to visualise information in the Editor that may help you understand or investigate what is going on in your project while it is running.
- **Gizmos and Handles:** allows you to draw lines and shapes in the Scene view and Game view, as well as interactive handles and controls.

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