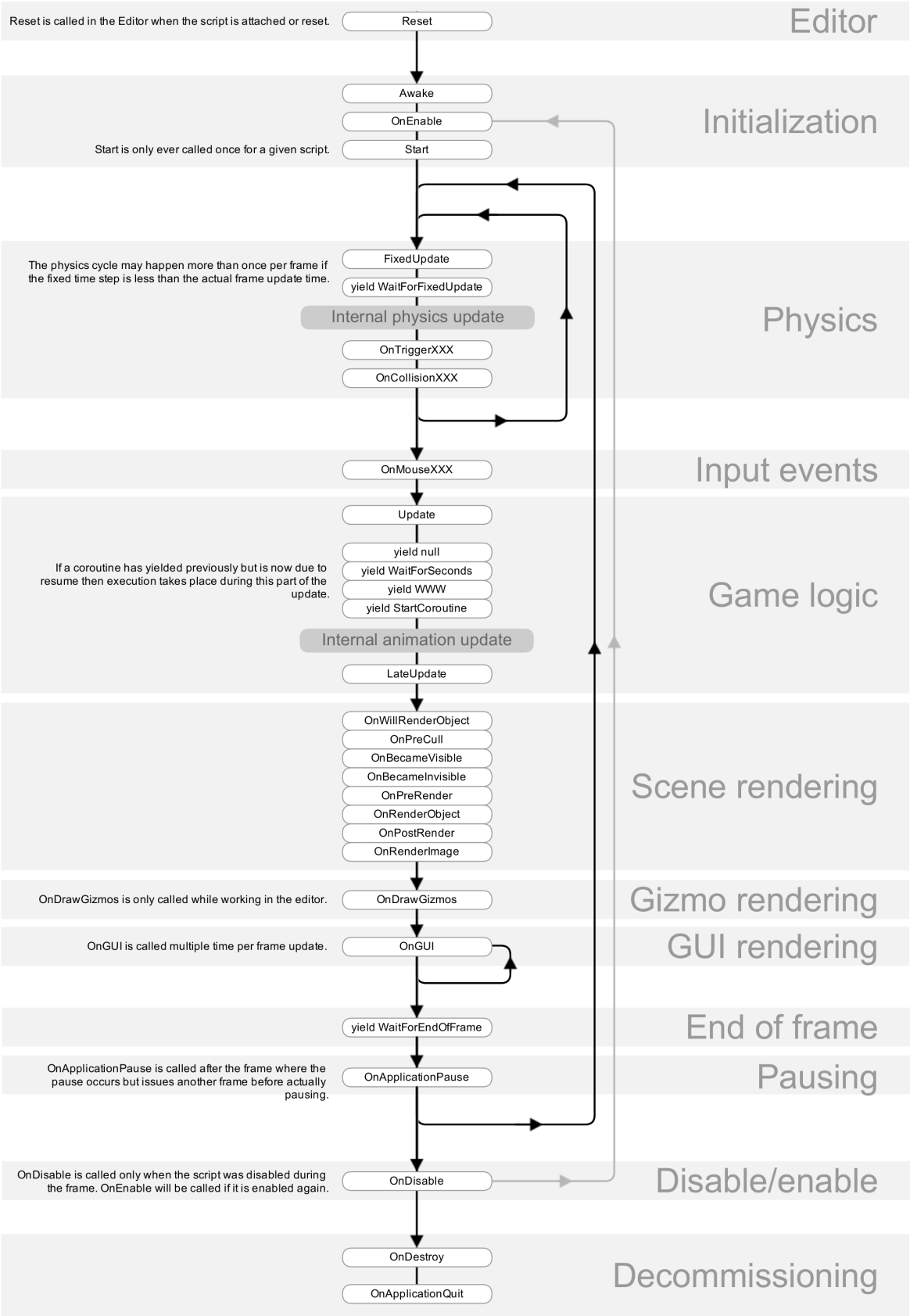
Editor
Reset is called in the Editor when the script is attached or reset.
Reset
Initialization
Awake
OnEnable
Start is only ever called once for a given script.
Start
Physics
The physics cycle may happen more than once per frame if the fixed time step is less than the actual frame update time.
FixedUpdate
yield WaitForFixedUpdate
Internal physics update
OnTriggerXXX
OnCollisionXXX
Input events
OnMouseXXX
Game logic
Update
If a coroutine has yielded previously but is now due to resume then execution takes place during this part of the update.
yield null
yield WaitForSeconds
yield WWW
yield StartCoroutine
Internal animation update
LateUpdate
Scene rendering
OnWillRenderObject
OnPreCull
OnBecameVisible
OnBecameInvisible
OnPreRender
OnRenderObject
OnPostRender
OnRenderImage
Gizmo rendering
OnDrawGizmos is only called while working in the editor.
OnDrawGizmos
GUI rendering
OnGUI is called multiple time per frame update.
OnGUI
End of frame
yield WaitForEndOfFrame
Pausing
OnApplicationPause is called after the frame where the pause occurs but issues another frame before actually pausing.
OnApplicationPause
Disable/enable
OnDisable is called only when the script was disabled during the frame. OnEnable will be called if it is enabled again.
OnDisable
Decommissioning
OnDestroy
OnApplicationQuit

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