



Scene rendering  $\downarrow$ Gizmo rendering OnDrawGizmos is only called while working in the editor. OnDrav **GUI** rendering

yield WaitForEndOfFrame End of frame →ationPause OnApplicationPause is called after the frame where the e occurs but issues another frame before actually pausing. Pausing OnApplicat

Decommissioning

OnAppl **\*** 

OnD OnDestroy

OnDisable is called only when the script was disabled during the frame. OnEnable will be called if it is enabled again