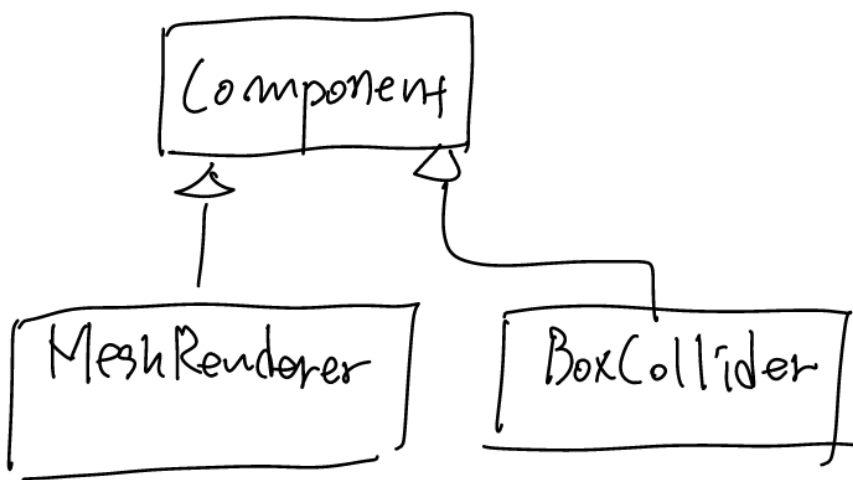
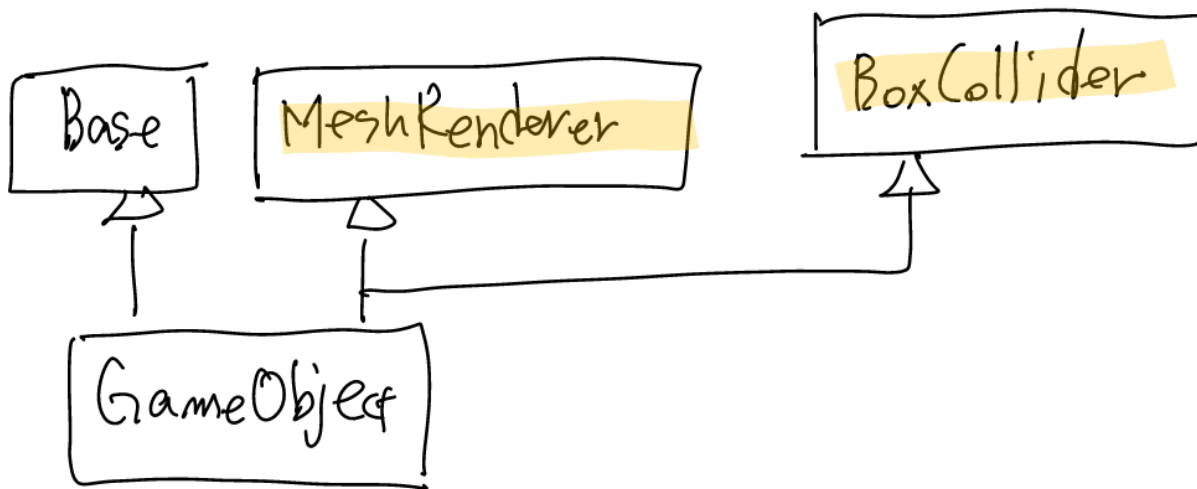
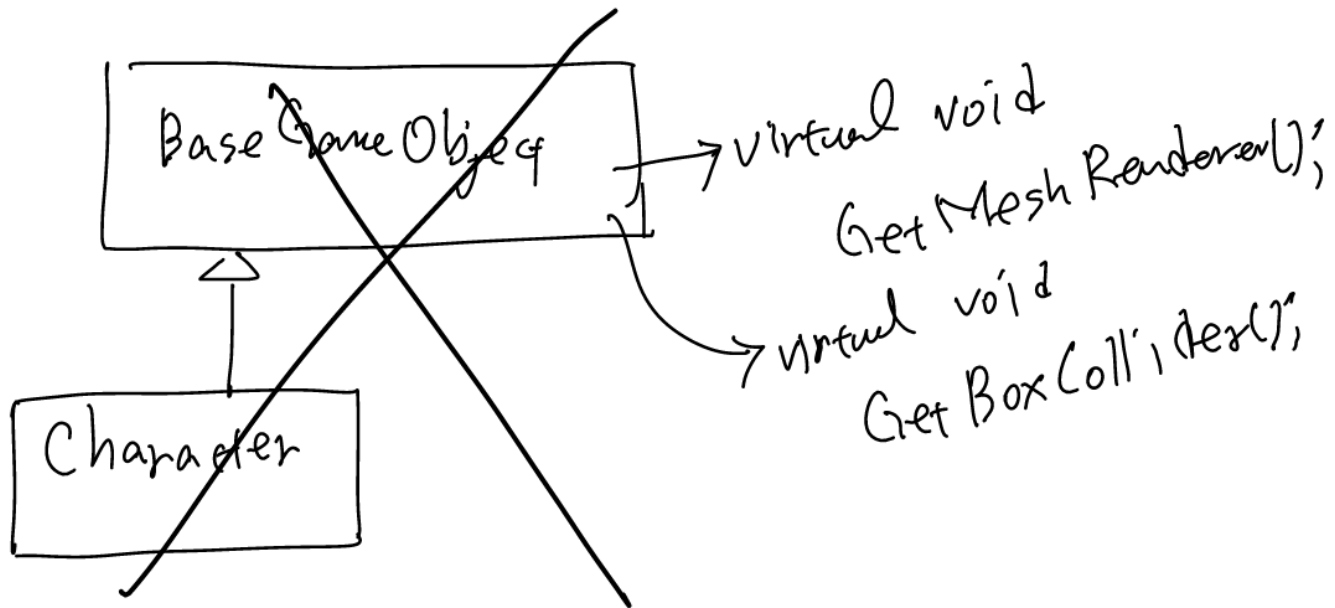


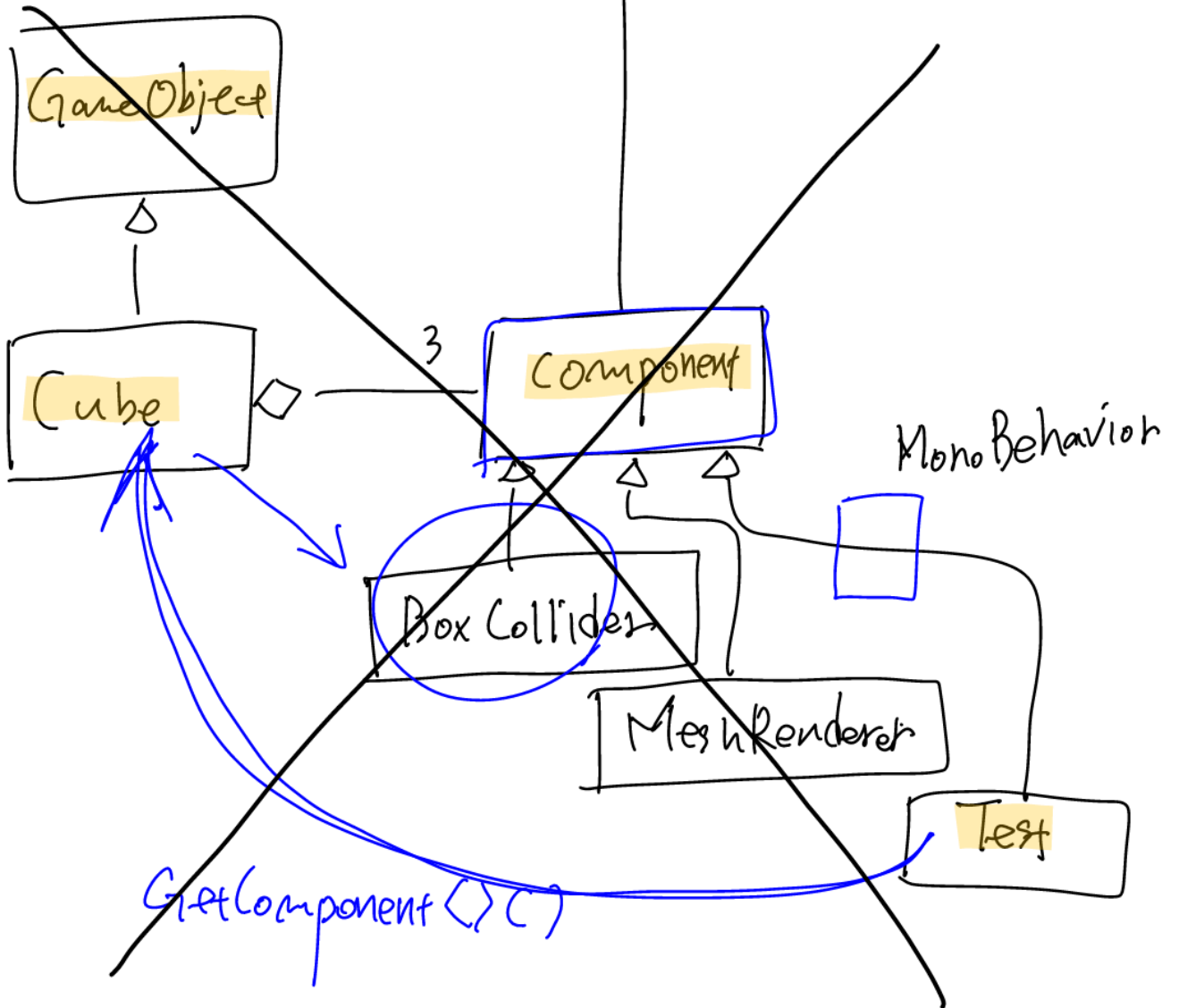
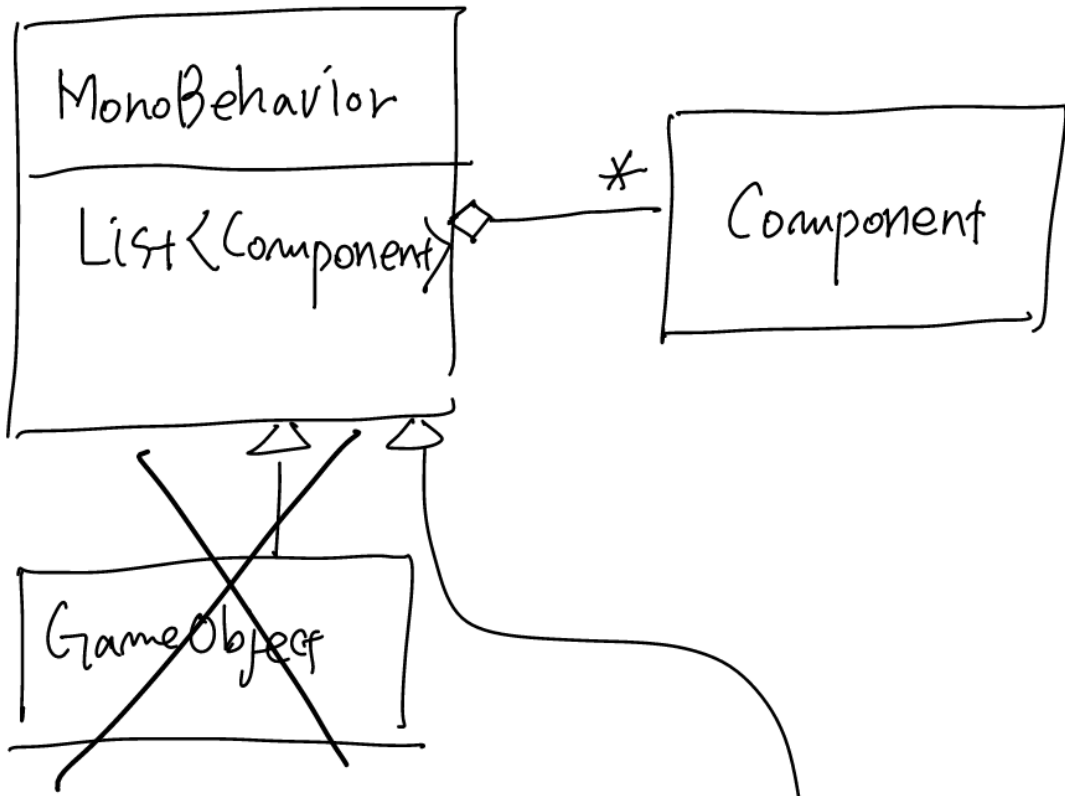
@ Understanding Unity Engine

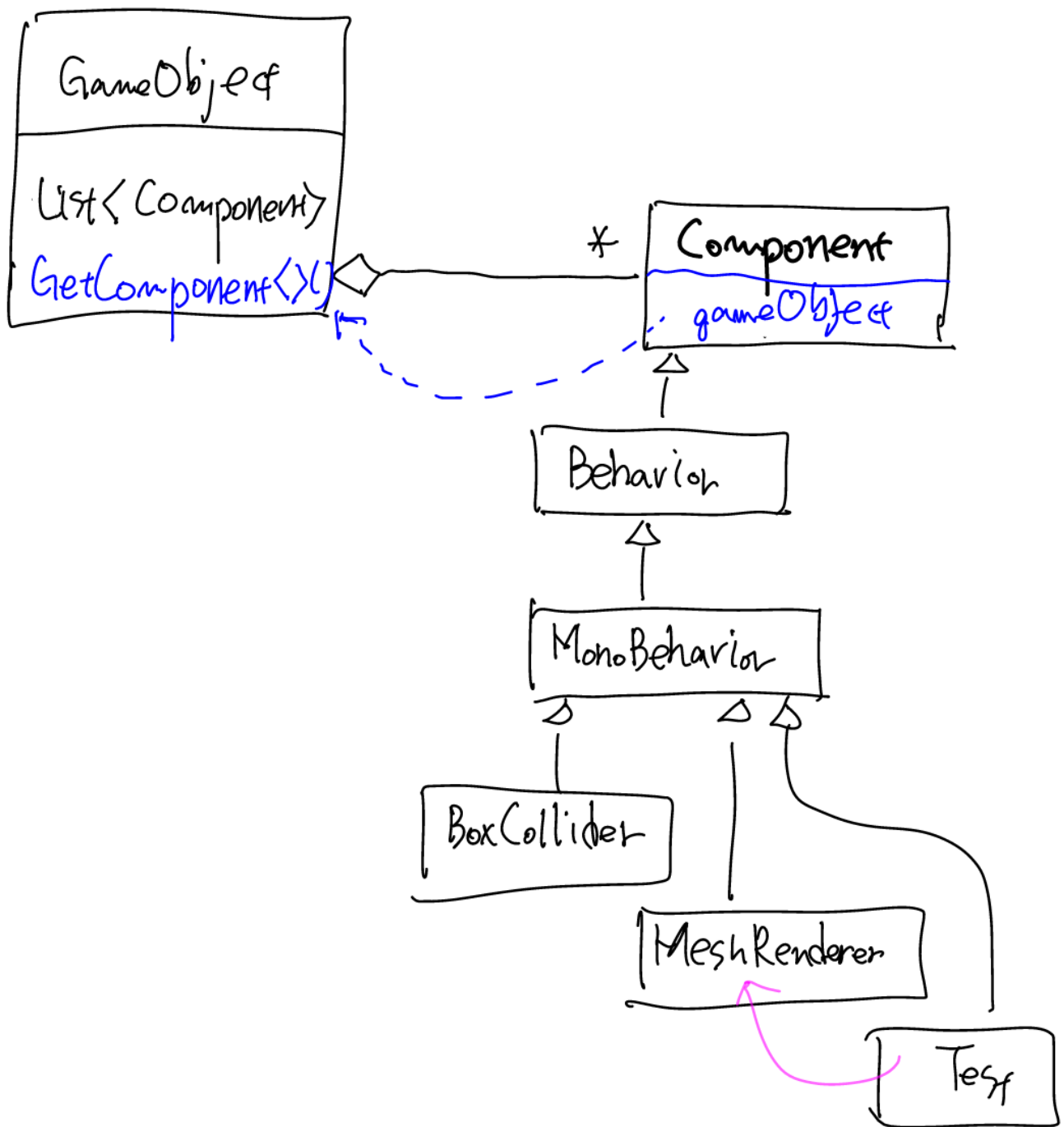
(17)

[2018.4.20, Fri]

by jintaeeks@gmail.com







(2018.4.20)

[2018.4.23, Mon]

@ Coroutine

yield

Coroutine

@ remained topics

Attributes (✓)

prefabs (✓)

editor extension (✓) *monobehavior lifetime (✓)*

standard assets

- explain codes used in standard assets

3d graphics from scratch

directx api

[collider (How trigger works?)]

[20/8.4.27, Fri]

@Attribute

[Obsolete("message", true)]

```

public class SampleAttribute : Attribute
{
    public string Name { get; set; }
}

```

[AttributeUsage(AttributeTargets.Class)]

In Unity

[Range(0, 10)]

[SerializeField]

using UnityEditor;

```
[MenuItem ("Test/Hello")]
```

```
static void CreateHello()
```

```
{
```

```
    GameObject.CreatePrimitive(PrimitiveType.Cube);
```

```
}
```

@ MonoBehaviour lifetime

```
FixedUpdate();
```

```
Update();
```

```
LateUpdate();
```

(2018.4.27)

[2018.4.30, Mon]

@ Prefab

prefab

.meta file

Instantiate()

@ Editor Extension

```
OnGUI()
```

```
public class MyWindow : EditorWindow
```

```
{
```

```
    ...
```

```
    void OnGUI();
```

```
public class TestOnInspector : Editor
```

```
{
```

```
    public override void OnInspectorGUI()
```

@ DirectX

Behind the curtain

Graphics debugging with Visual Studio.

(2018.4.30)