

3. Timers and Events

- Quick Timer in Update
- Time.deltaTime
- Coroutines
- InvokeRepeating
- Events & Listeners



Quick Timer in Update

Code:

```
// Quick timer in Update
public float totalTimeInSeconds = 5f;
private float timer = 0f;

void Update()
{
    // increase the timer/stopwatch, every second is 1f
    timer += Time.deltaTime;

    if(timer > totalTimeInSeconds)
    {
        // do function every 5 seconds
        timer = 0f; // reset timer
    }
}
```

