

# 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;

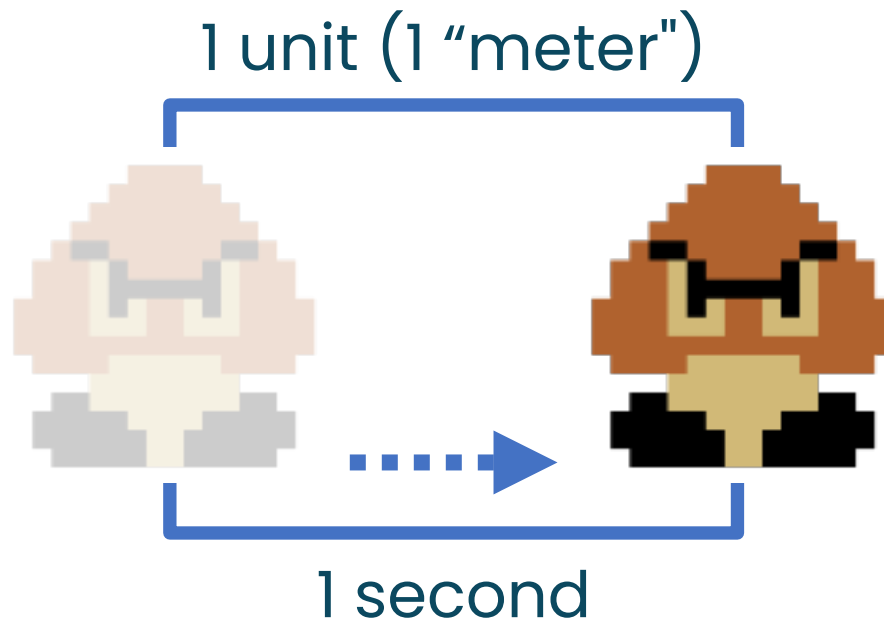
    if(timer > totalTimeInSeconds)
    {
        // do function every 5 seconds
        timer = 0f; // reset timer
    }
}
```



# Time.deltaTime

deltaTime = the time it takes for one frame to render

```
private void Update()  
{  
    transform.Translate(Vector3.right * Time.deltaTime);  
}
```



Use this to make movement  
"Framerate-independent"

