





code:


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// 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
    }
}
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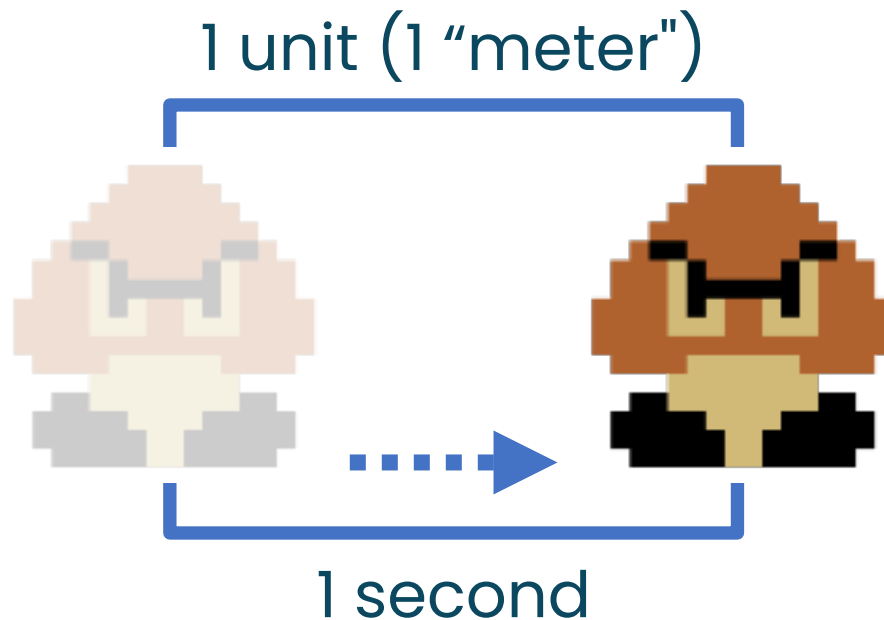
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Time.deltaTime

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"

