Coroutines

yield

Works like a "thread"
WaitUntil
WaitForSeconds
WaitForEndOfFrame

```
public float totalTimeInSeconds = 5f;
void Start()
    StartCoroutine(DoTimer());
IEnumerator DoTimer()
    float timer = 0;
    bool timerIsDone = false;
    while (timerIsDone != true)
        timer += Time.deltaTime;
           (timer > totalTimeInSeconds)
            Debug.Log("timer is done!");
            timerIsDone = true; // this will end the loop and the coroutine
        yield return null; // wait until the end of the frame
```

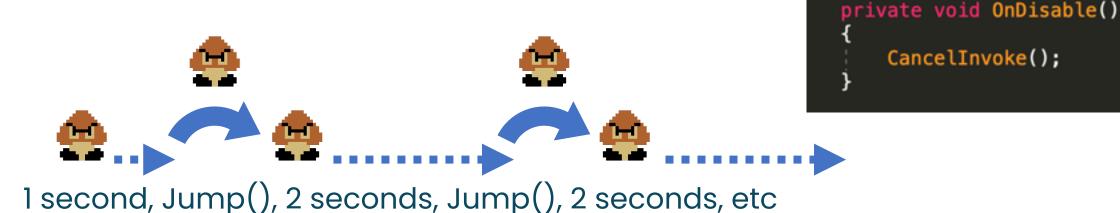
InvokeRepeating

- Run a function repeatedly
- Cancellnvoke will stop all instances of InvokeRepeating

```
private float startDelayTime = 1f; // wait 1 second, then start
private float intervalInSeconds = 2f; // call the function every 2 seconds

private void Start()
{
    InvokeRepeating("Jump", startDelayTime, intervalInSeconds);
}

public void Jump()
{
    _rb.velocity = new Vector2(_rb.velocity.x, JumpVelocity);
}
```



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