

Lesson Summary

Key Points

- **Slow Operations** typically involve anything that takes a lot of work, such as **Find**, or **Get Component**.
- **Disk Access**, such as loading a scene or writing to a log, can be surprisingly slow.
- **Garbage** is generated when unused references are cleaned from memory, it's generally good practice to limit how much garbage you create by using non-allocating methods when you can.
- So long as you're not doing anything particularly bad, it's generally better to focus on **avoiding bugs** through ease of use than it is to chase raw performance.

Code Examples

Editor-Only Log Function

1. `[System.Diagnostics.Conditional("UNITY_EDITOR")]`
2. `public static void LogMessage(string message)`
3. `{`
4. `Debug.Log(message);`
5. `}`