

GameObject

AddOrGetComponent Returns a reference to an existing component or a new component if it didn't already exist.

```
private Rigidbody rb;  
  
private void Awake() {  
  
    rb = gameObject.AddComponent<Rigidbody>();  
  
}
```

GetLayerMask Creates a LayerMask from a GameObject's layer property.

```
private void Start() {  
  
    Debug.Log(gameObject.GetLayerMask())  
  
}
```