API: Events

There are some common events that can be used to control when your code is executed

On a Key Press

You can use this to capture the event that a Key is pressed. You MUST use this in the Update Method

If key is being held down. Think autofire.

```
Input.GetKey(KeyCode)
```

If the key is released after being held.

```
Input.GetKeyUp(KeyCode)
```

If the key was just pressed down. No autofire.

```
Input.GetKeyDown(KeyCode)
```

KeyCode

This is a string that represents your key "up" for the up key, and "a" for the a key etc. Look up Unity KeyCode online for a complete listing.

Example Usage

```
if (Input.GetKey("up"))
    {
        //put your code here
    }
```

Counters

You may want to repeat an action every 5 seconds. You do this using counters.

The coding strategy is to make a script counter and keep adding the time passed every update cycle and then trigger the event and reset counter.

To get the time passed since the last update cycle use

```
Time.deltaTime
```

Example:

```
float counter = 0f;
void Update()
{
    if (counter >= 5f)
    {
        //do code
        counter = 0f; //this resets counter
    }
    counter += Time.deltaTime;
}
```

And others..

There are a lot of Events you can use, and may need depending on the situation. The best way to do this is to try Googling the event and Unity API, and there may come up examples that show the event being used as well.

API Events