C# (C Sharp)

Logical Operators

- &&
- | |
- |
- See Sebastian Lague's <u>video</u>

Picking Up Objects

New Scripting Concepts

- Controlling whether Physics affects a Rigidbody
 - <u>Rigidbody.isKinematic</u>
- Switching an object's parent
 - <u>Transform.parent</u>