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Coroutines

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Coroutines

- **Coroutines** are a very powerful tool in **Unity** as an alternative to threads
- The main objective is to get something similar to **Update**, but with our own method
- We will be able to register and stop them (and they can also finish its execution)
- **Unity** stores a list of all active coroutines that will invoke after the **LateUpdate** of all the objects of the scene
- Coroutines must carry out a small action and return the control immediately. When the coroutine is invoked in the next frame instead of starting over its execution, it will resume the execution where it left off the execution to **Unity**
- Its implementation in **C#** is carried out with **yield return**
- Coroutines will return **IEnumerator** and every **yield return** will finish the execution of the coroutine, and it will be invoked in the next frame, continuing its execution after the last **yield return**

Coroutines

- ❖ **Coroutines are very useful in many tasks:**
 - ❖ In order to carry out a sequence of actions in different moments
 - ❖ In order to periodically check specific conditions, for example if we want to check out if we have finished the game level. We can do this with a coroutine and check it out every second, for example. This is better than putting this condition in the **Update** that will carry out this condition every frame (maybe too often)



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