UNITY
INTERVIEW
SECRETS

HOW TO DEVELOPE GAME - UNITY INTERVIEW QUESTION & ANSWER
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TECH
INTERVIEWS

What is the use of update function Unity?

The update is a function in Unity that is called for every frame. Any script inside the Update function is executed once every frame. For example, If you add 1 to a variable in the update function and run the game at 30 FPS then, the variable value would increase by 30 every second.

What is the difference between update and FixedUpdate movement? Should you use Update or Fixed Update for movement?

If you're moving an object using its Transform component then you should generally use Update to do that. However, technically, the correct way to move a physics object is by using a Rigidbody component and moving it in Fixed Update.

What is the difference between update and FixedUpdate performance in unity?

For others that may not know the difference: Update runs at the same frequency as the game's framerate. If you're getting 100 FPS, then Update() runs 100 times per second. FixedUpdate() runs at a constant 50 FPS to match the physics engine.

Why do we use late update in Unity?

LateUpdate is called after all Update functions have been called. This is useful to order script execution. For example a follow camera should always be implemented in LateUpdate because it tracks objects that might have moved inside Update.

What is future vs task vs coroutine?

The coroutine is scheduled to be executed in the main event loop when you call ensure_ future . The returned future/task object doesn't yet have a value but over time, when the network operations finish, the future object will hold the result of the operation.

What is the maximum cache size in Unity?

The maximum cache size is 200GB. The default is 10GB. Specify a location on disk to store the cache. Click this to find out how much storage the Local Cache Server is using.

What is fixedupdate in unity?

FixedUpdate is usually used for physics calculations since it has the same frequency as the physics system: by default it executes every 0.02 seconds (50 times per second), but you can double-check it with Time.

What is the difference between update, fixedupdate and lateupdate

Update is executed each frame; FixedUpdate is executed at a specific rate defined in the editor; and LateUpdate is executed after all the Update functions have been called.

Update - This function is called every frame. Update is the most commonly used function to implement any kind of game behaviour.

FixedUpdate: This function is called every fixed frame rate.FixedUpdate should be used instead of Update when dealing with Rigidbody (Physics).

LateUpdate: This function is called every frame. LateUpdate is called after all Update functions have been called. This is useful to order script execution. For example a follow camera should always be implemented in LateUpdate because it tracks objects that might have moved inside Update.

What is Prefabs in Unity?

Unity has a prefab asset type that allows you to store a GameObject object complete with components and properties. The prefab acts as a template from which you can create new object instances in the scene. Any edits made to a prefab asset are immediately reflected in all instances produced from it but you can also override components and settings for each instance individually.

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