
Unity Documentation

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Use the Unity User Interface (Unity UI) to create a user interface in your game or application. This topic describes Unity UI features such as creating a canvas, positioning and animating elements, defining user interactions, and sizing layouts automatically. *Unity - Manual: Unity User Manual (2019.2)*

This section contains documentation for users developing 2D games in Unity. Note that many areas of the Unity documentation apply to both 2D and 3D development; this section focuses solely on 2D-specific features and

functionality. See documentation on 2D and 3D mode settings for *Online and in-person Unity courses & training in 2D, 3D ...*

Unity Documentation. This repository hosts source files and instructions for building Unity documentation site:

<https://unitycontainer.github.io> If you'd like to contribute documentation or report an issue please do it in this repository.

Unity Real-Time Development Platform | 3D, 2D VR & AR ...

Online and in-person Unity courses & training in 2D, 3D, AR, & VR development! This course is designed to be the first point of reference for users who have just purchased or are considering purchasing Reflect.

[unitycontainer/documentation - GitHub](#)
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[Using Visual Studio Tools for Unity - Visual Studio ...](#)

In addition to this documentation available on docs.microsoft.com, Unity installs documentation for Windows Mixed Reality functionality alongside the Unity Editor. The Unity provided documentation includes two

separate sections: [Unity scripting reference](#).

This section of the documentation contains details of the scripting API that Unity provides.

[Unity development overview - Mixed Reality | Microsoft Docs](#)

To download the current version of the Unity Documentation, click the link below.

[Download: Offline Unity Documentation \(Size: about 300MB\)](#) The zip file contains the most up-to-date version of the Unity Manual and Unity Scripting API. [Unity Manual](#) [Unity Scripting API \(Scripting Reference\)](#)

[skUnity - Documentation](#)

Welcome to Unity Container Documentation Overview. The Unity Container (Unity) is a lightweight, extensible dependency injection container. It facilitates building loosely coupled applications and provides developers with the following advantages: Simplified object creation, especially for hierarchical object structures and dependencies

[Unity Family | Products & Documentation | Dell EMC US](#)

Unity Learn provides award-winning free tutorials, sample projects, and full courses for mastering real-time 3D development skills with Unity Learn to make video games, VR, AR, and more.

[Unity - Manual: Unity UI: Unity User Interface](#)

Unity is a powerful interactive development tool for mobile and desktop games and real-time simulations and visualizations. In this course, Craig Barr reviews techniques used in Unity visualizations and game development and introduces the basics of level design, lighting, materials, and animation.

[Unity - Manual: 2D](#)

[Unity Documentation](#)

[GitHub - unitycontainer/documentation](#)

Unity Physics is a deterministic, rigid-body dynamics system and spatial query system written from the ground up using the Unity data oriented tech stack.

You can find an overview of the samples and the release notes in this repository. [Documentation](#). Looking for information on how to get started or have specific questions?

[Unity - Manual: Offline documentation](#)

See the [Scripting documentation](#) for more information on how to use scripting in Unity.

The Knowledge Base Editor section has troubleshooting, guidance on interpreting C# Compiler Errors and tips and tricks. The [Unity Forum](#) also has common scripting questions and answers.

[Unity - Manual: Scripting](#)

The Unity User Manual helps you learn how to use the Unity Editor and its associated services. You can read it from start to finish, or use it as a reference. If it 's your first time using Unity, take a look at the introductory documentation on [Working with Unity](#), and see the [Unity Tutorials](#).

[GitHub - Unity-](#)

[Technologies/EntityComponentSystemSamples](#)

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[Unity Manual - Manual: Unity User Manual \(2017.3\)](#)

Alternatively, you can open Visual Studio with no script open in the source editor by selecting [Open C# Project](#) from the Assets menu in Unity. [Unity documentation access](#). You can access the Unity scripting documentation quickly from Visual Studio. If Visual Studio Tools for Unity doesn't find the API documentation locally, it will try to find ...