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The Unity documentation is the Unity User Manual and Unity Scripting API Reference. As we continually improve Unity (that is; the Editor and the engine), we add new features, improve existing features, and sometimes remove old features.

Unity - Manual: Unity User Manual (2020.1)

Unity Editor system requirements. This section lists the minimum requirements to run the Unity Editor. Actual performance and rendering The process of drawing graphics to the screen (or to a render texture). By default, the main camera in Unity renders its view to the screen.

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

Unity is the ultimate game development platform. Use Unity to build high-quality 3D and 2D games, deploy them across mobile, desktop, VR/AR, consoles or the Web, and connect with loyal and enthusiastic players and customers.

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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.

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Forked from [viceice/unity.wcf](https://github.com/viceice/unity.wcf) Unity.Wcf is a library that allows simple Integration of Microsoft's Unity IoC container with WCF. C# Apache-2.0 9 6 1 0 Updated May 14, 2020

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Unity 20 Documentation - Orris

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.

Unity - Manual: System requirements for Unity 2020.2

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