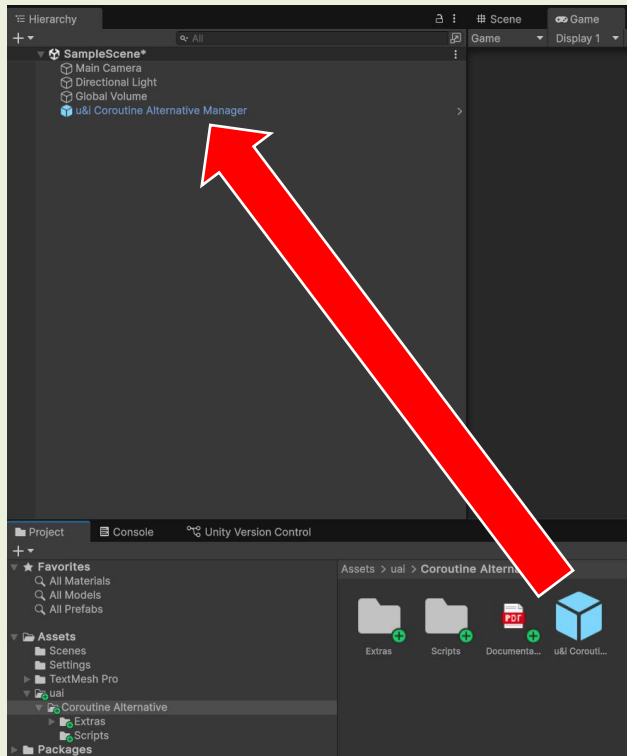


Unity Coroutine

u&i Coroutine Alternative



-

```
using uai;
```

```
IEnumerator name()  
{  
  
}
```

```
IEnumerator<float> name()  
{  
  
}
```

```
StartCoroutine(name());
```

```
CoroutineAlternative.StartCoroutine(name());
```

```
Coroutine handle;
```

```
CoroutineAlternative.CoroutineHandle handle;
```

```
StopCoroutine(handle);
```

```
CoroutineAlternative.StopCoroutine(handle);
```

```
yield return null;
```

```
yield return 0f;
```

```
yield return new WaitForSeconds(5f);
```

```
yield return CoroutineAlternative.WaitForSeconds(5f);
```

-

```
CoroutineAlternative.StartCoroutine(name(), int);
```

-

```
CoroutineAlternative.StopCoroutines(int);
```