

Background Recompiler Documentation

No setup required.

Description:

Auto recompiles the editor when saving the scripts. Without the need to ALT+TAB out of the code editor back into the unity to start recompiling.

Can be especially useful when working multiple monitors, one with Code Editor and in other Unity open.

Preferences Path: "Preferences/Plugins/Background Recompiler"

**Note that this requires the SettingsManager package installed.*

Auto install with "Help/Plugins/Background Recompiler/Fix" command.

Links:

Asset Store Page: <https://u3d.as/2W4H>