100500games

Script Editor

After installation, click "Assets/Open C# Project in Editor" to open C# project in Unity.

Work in Visual Studio or Rider in the Unity editor!

- Supports Visual Studio 2015..2019 and JetBrains Rider 2021
- Supports Unity 5...2021
- Supports multiple projects at the same time in Unity
- Auto open C# Project on entering
- Better experience creating and debugging scripts, tests, and third-party plugins like Playmaker, Behavior Designer, etc.
- Unity Pro is not required
- Source code included

For more information, please navigate to
https://forum.unity.com/threads/released-script-editor-visual-studio-embedded.1183444/

For support, please email us: 100500gp@gmail.com

FAQ

1. If you want to open multiple projects, click "Window/Script editor/Open Custom C# Project in Editor"
2. If the project does not open, check that Visual Studio or Rider is selected in the settings