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# CODEEDITOR 1.0

Vancete.NET

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## INTRODUCTION

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**CodeEditor is the most advanced input field extension available for Unity.**

Add a really good-looking editor to your own game in seconds.

**Features:**

- Syntax Highlighting
- Line Count
- Line Highlight
- Cursor Position
- Fully Customizable

**Requires TextMesh Pro**

## SETUP

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TextMesh Pro is required to get CodeEditor Working.

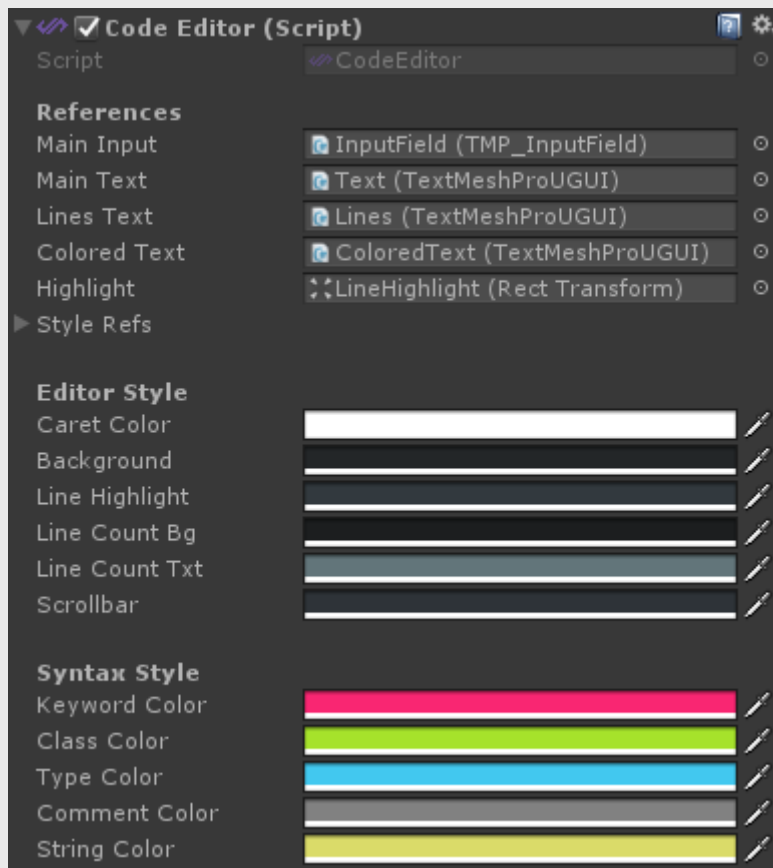
You can find TMP in the Asset Store, it's free, just import it before importing CodeEditor to avoid strange behavior.

There's a prefab with the CodeEditor input. You can also check the provided demo scene.

## CUSTOMIZATION

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CodeEditor allows an extreme customization just by editing its values in the Inspector:



You can also modify the style by changing the public properties and calling the `LoadTheme()` method.