

uCodeEditor Manual

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Introduction

uCodeEditor is a lightweight code editor inside Unity Editor, supports C# and shaderlab with great editing features, including Syntax Highlighting, Code Complete, Auto Format etc.

Installation

Import the uCodeEditor unity packages and **Restart Unity Editor after importing.**

Requirements

1. macOS

- C# supports is powered by [Omnisharp](#) which requires [mono](#) version is larger than 5.2.0.

2. Windows

- Operating System must be **Windows 7 or later**.

Language Support

Overview table of languages and their features support:

Features	CSharp	Shaderlab	Json	Markdown	c, c++, lua, python, object-c, swift, java, css, html
Syntax Highlighting	✓	✓	✓	✓	✓
Code Completion	✓	✓			
Code Actions	✓				
CodeLens	✓				
Go To Definition	✓				
Find References	✓				
Hover Information	✓	✓			
Signature Help	✓	✓			
Formatting	✓	✓	✓		
Code Snippets	✓	✓			
Document Symbol	✓	✓	✓		
Diagnostics	✓				
Xml Document Comments	✓				
Preview				✓	

Getting Started

Open uCodeEditor

Two ways can archive this:

1. Via **Tools** -> **uCodeEditor** -> **uCodeEditor**
2. Open any script files will open uCodeEditor if it's not opened

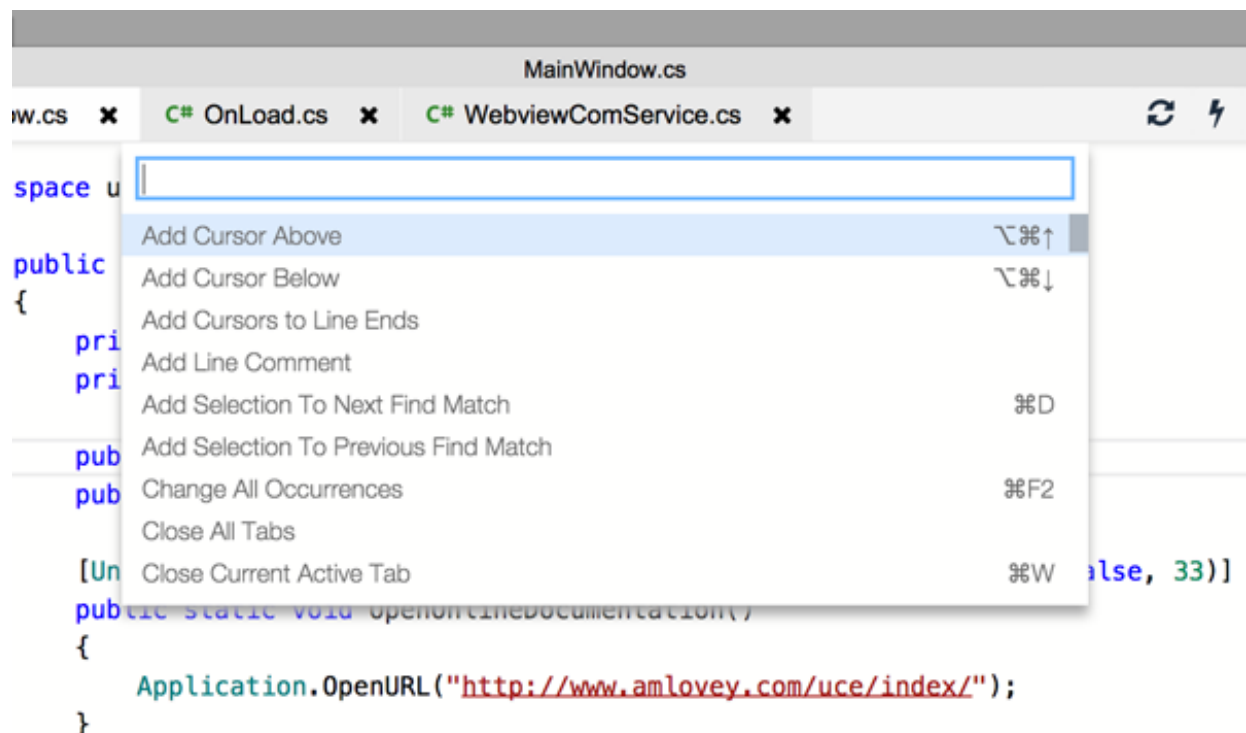
Open File In uCodeEditor

Beside double click a script file in Project Window, below action will open file in uCodeEditor too:

1. Via right-click dropdown context menu item `Open in uCodeEditor` in Project Window
2. Double click the script references in Component inside Inspector
3. Click the `Open...` button in Inspector
4. Use `Go to File...` command to open a file
5. Use `Open File...` command to open a file

Command Palette

Press F1 will open Command Palette. **Command Palette** provides access to many commands. From here, you have access for most of functionality of **uCodeEditor**.

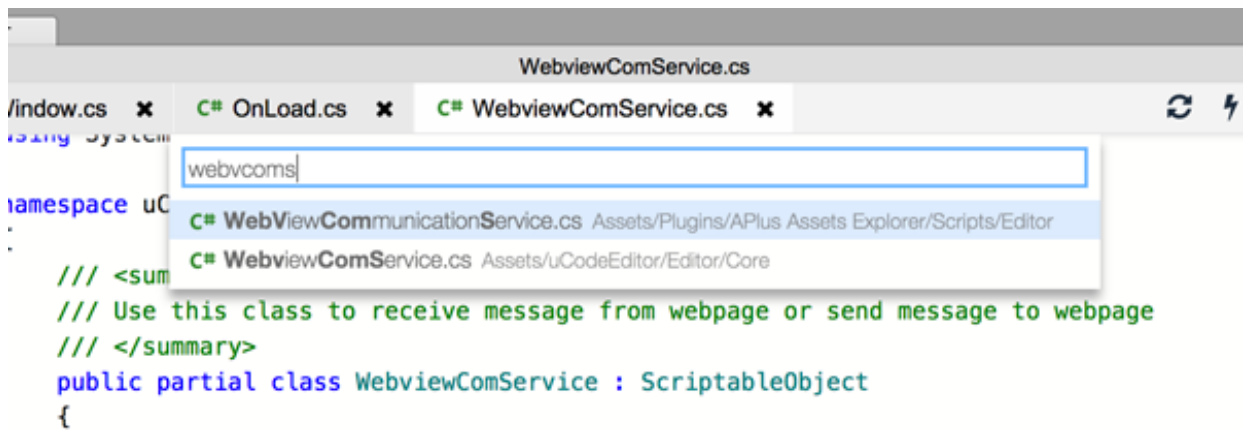


Go To File

We can open a file quickly using `Go To File` features, two ways can open the `Go To File` dialog:

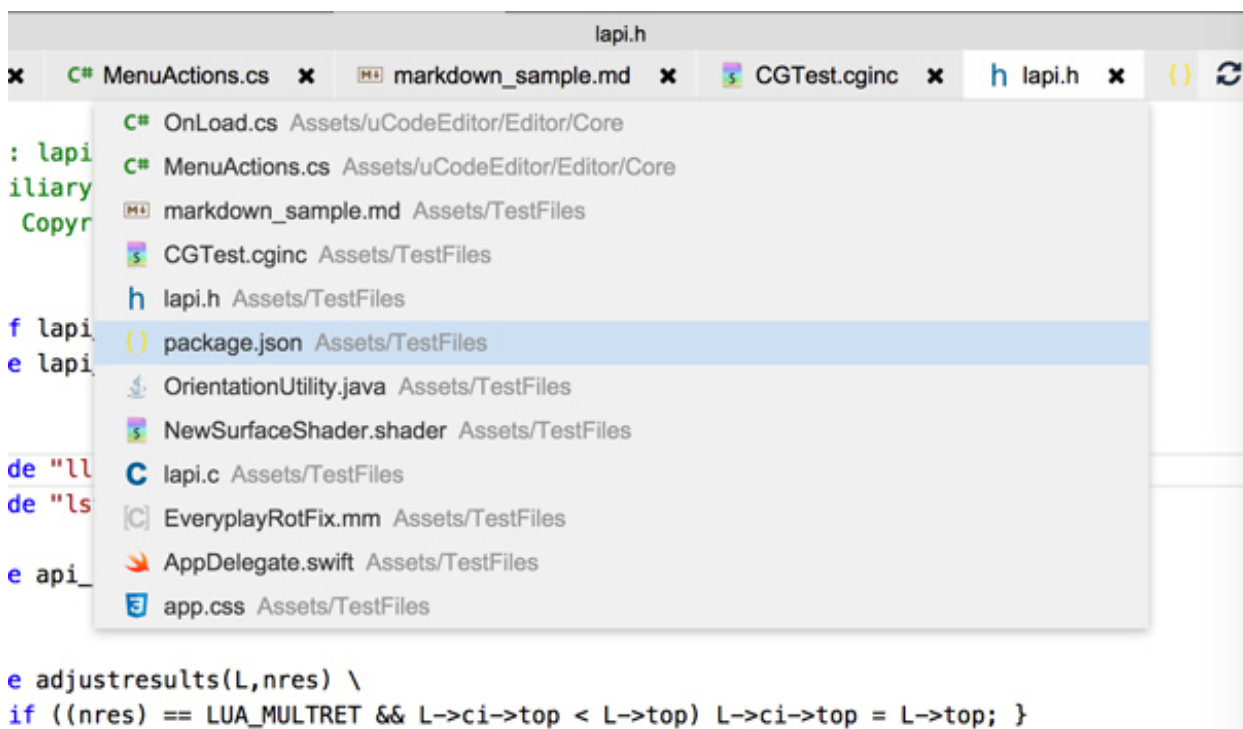
1. Press `⌘;` on macOS or `Ctrl+;` on window
2. Press `F1` to open Command Palette and execute the command `Go To File`

And then select one of the drop down item and will the file directly.



Tabs Navigation

Currently we can navigate to a tab item by using shortcuts only. The shortcut is `⌘Tab` or `⇧⌘Tab` macOS and `CTRL + F11` or `CTRL + SHIFT + F11` on Windows. The shortcuts are not support customization for now.



User Guide

Color Themes

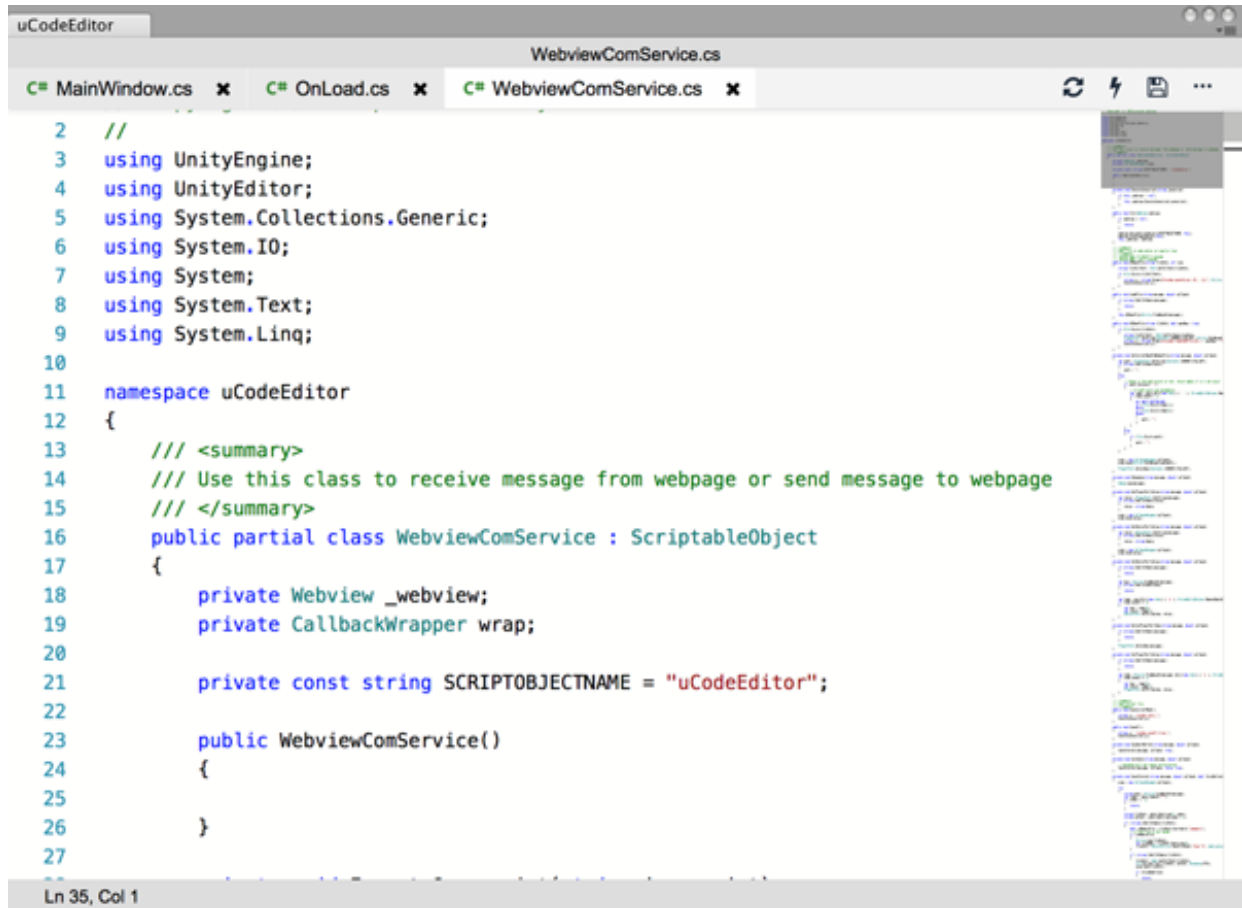
uCodeEditor supports below theme for now:

- Visual Studio
- Visual Studio Dark
- Monokai
- Material Palenight
- MonoKai One

And we can add a new color theme using json file, see the monokai sample (the monokai.json file) in package.

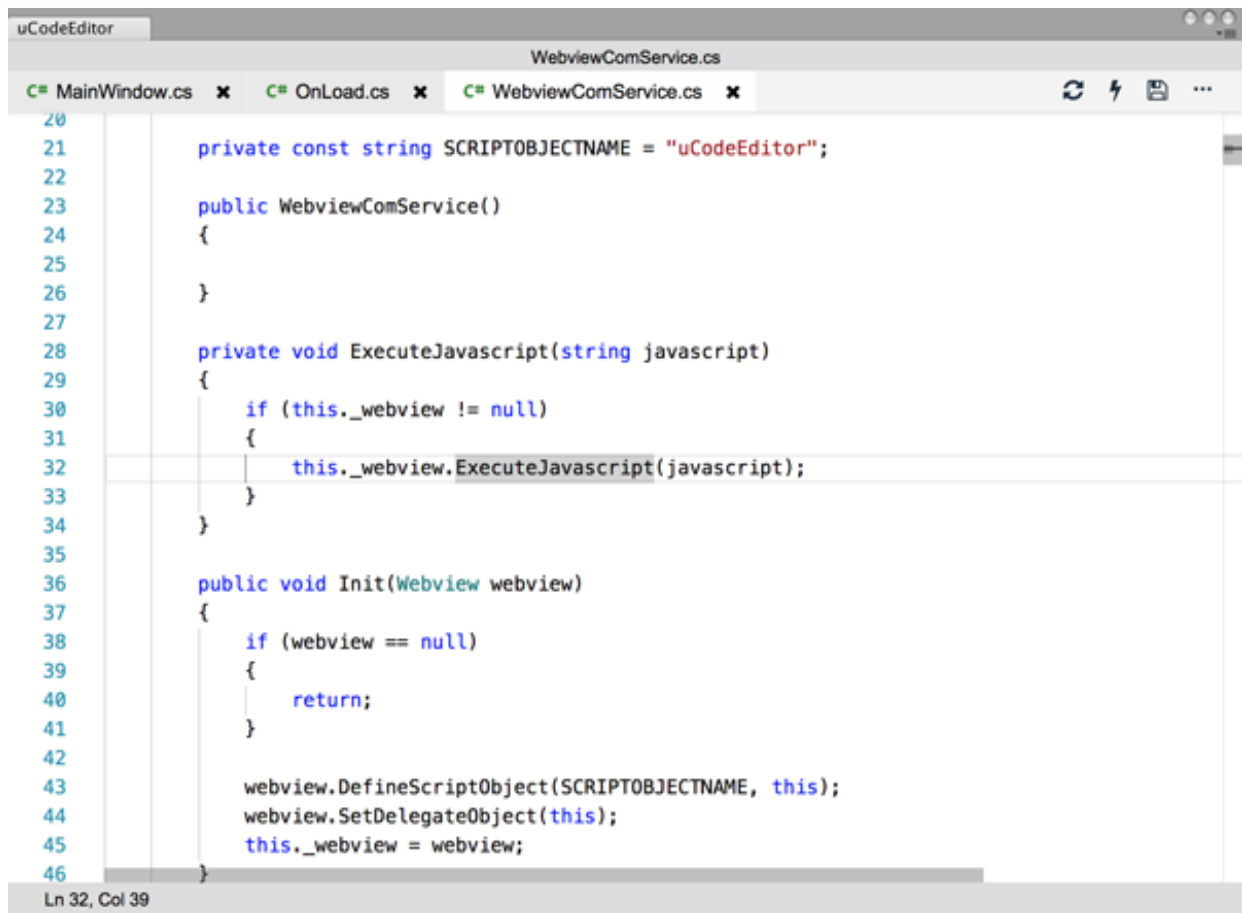
Minimap

A Minimap (outline view) gives you a high level overview of your source code which is very useful for quick navigation and code understanding.



Indent Guides

The image below shows indentation guides (vertical lines) which help you quickly see matching indent levels.



```
20
21     private const string SCRIPTOBJECTNAME = "uCodeEditor";
22
23     public WebviewComService()
24     {
25
26     }
27
28     private void ExecuteJavascript(string javascript)
29     {
30         if (this._webview != null)
31         {
32             this._webview.ExecuteJavascript(javascript);
33         }
34     }
35
36     public void Init(Webview webview)
37     {
38         if (webview == null)
39         {
40             return;
41         }
42
43         webview.DefineScriptObject(SCRIPTOBJECTNAME, this);
44         webview.SetDelegateObject(this);
45         this._webview = webview;
46     }
```

Ln 32, Col 39

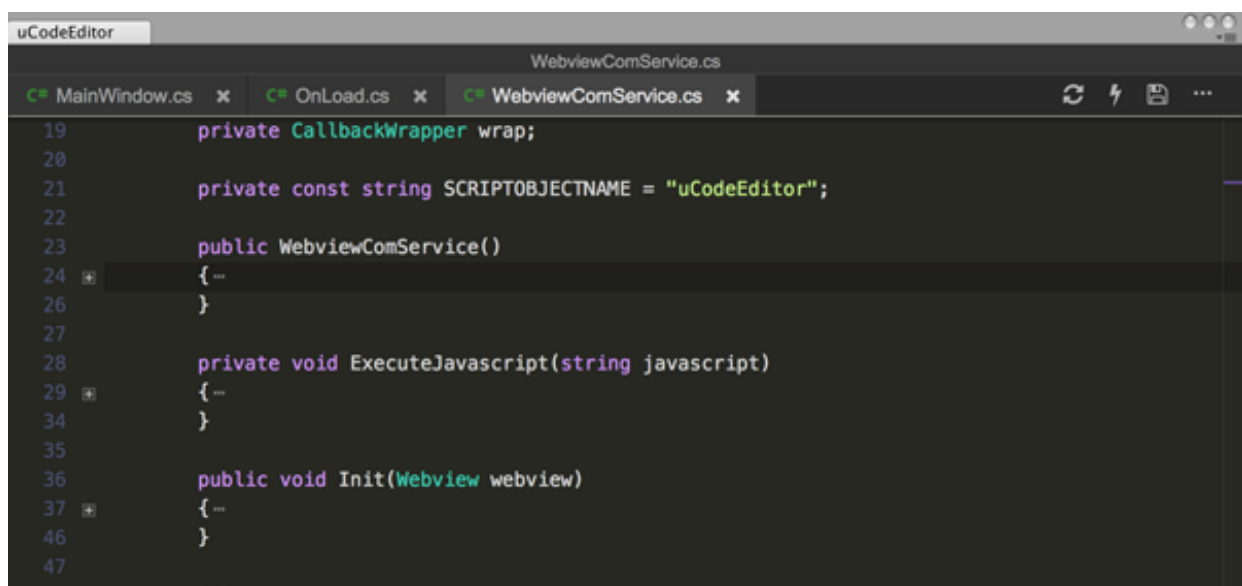
Folding

Move mouse to the area close to line numbers, Folding outline will show. We can click icon to fold/unfold content of code.

Region

uCodeEditor also supports region for C# and Shaderlab.

- C#: using `#region` / `#endregion`
- Shaderlab: using `//region` / `//endregion` or `//#region` / `//#endregion`



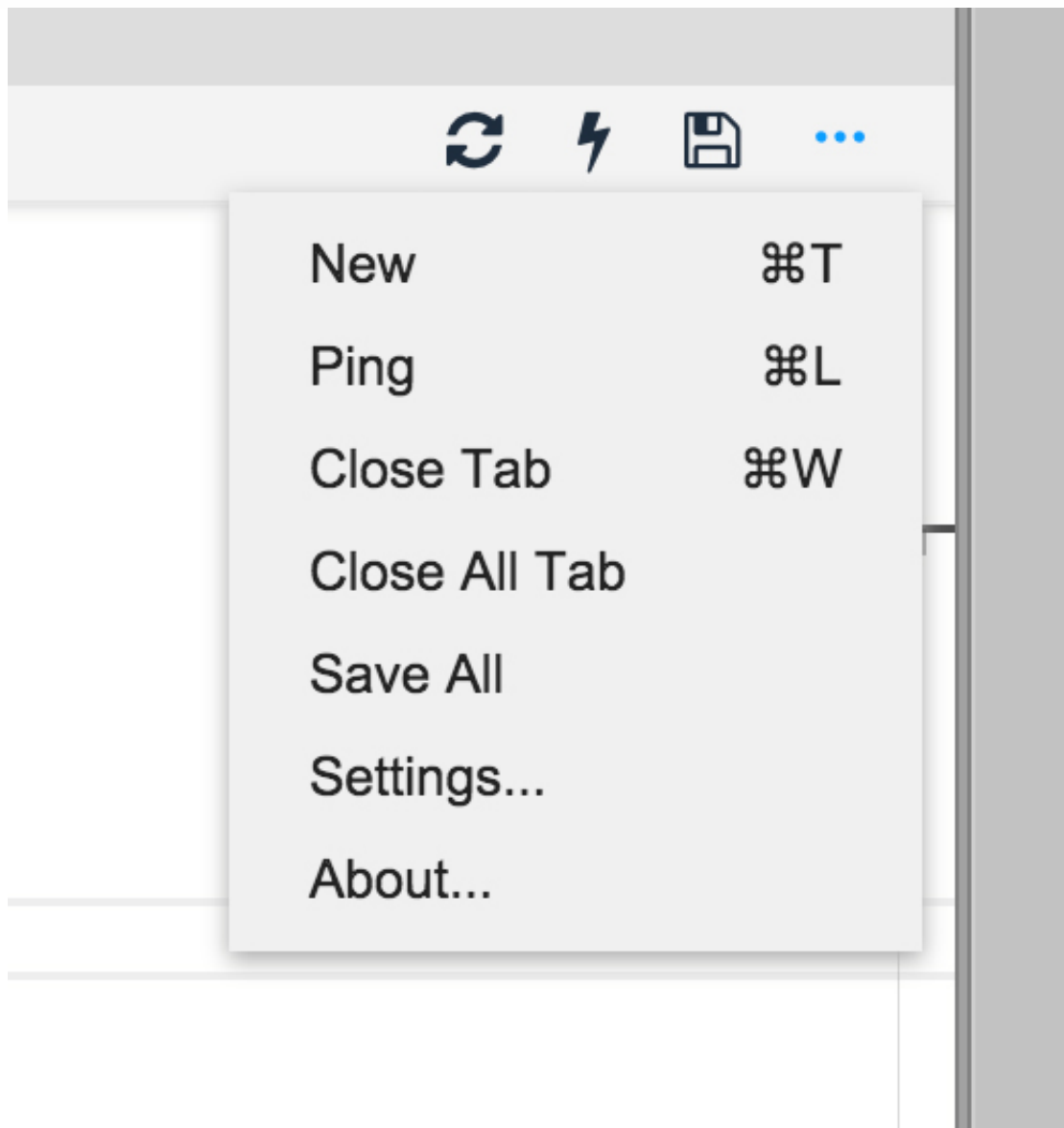
```
19     private CallbackWrapper wrap;
20
21     private const string SCRIPTOBJECTNAME = "uCodeEditor";
22
23     public WebviewComService()
24     { ...
25     }
26
27
28     private void ExecuteJavascript(string javascript)
29     { ...
30     }
31
32
33     public void Init(Webview webview)
34     { ...
35     }
36
37     // ...
38
39     // ...
40
41     // ...
42
43     // ...
44
45     // ...
46
47     // ...
48
49     // ...
```

Ln 47, Col 39

Button Actions

For the icons button in below image show, from left to right is

- **Refresh:** Sync with Project, it will save all files and trigger an recompile. Shortcut is ⌘R on macOS and Ctrl+R on Windows
- **Thunder:** Open Command Palette. Shortcut is F1
- **Save:** Save current opened document. Shortcut is ⌘K on macOS and Ctrl+K on Windows
- **More:** Hover or click will open drop down menu
 - **New:** Create new document. Shortcut is ⌘T on macOS and Ctrl+T on Windows
 - **Ping:** Ping current opened document in Unity Project Window. Shortcut is ⌘L on macOS and Ctrl+L on Windows
 - **Close Tab:** Close current opened document. Shortcut is ⌘W on macOS and Ctrl+W on Windows
 - **Close All Tab:** Close all tabs in tablist
 - **Save All:** Save all documents which has changes
 - **Settings...:** Open **Settings Window** Dialog
 - **About:** Show about information and versions



Unity Editor Actions

Go To Scene

Quickly jump to a scene, no need to find a scene file and double click it. See `Unity Editor: Go To Scenes...` command in Command Palette.

Reveal Unity Speical Folder

Unity has many speical folders, like `Application.persistentDataPath`, `Application.streamingAssetsPath`. It's annoying to find and then open them in Windows Explorer/Finder again and again. This feature will jump to the folder directly and quickly. See `Unity Editor: Reveal Special Folder...` in Command Palette.

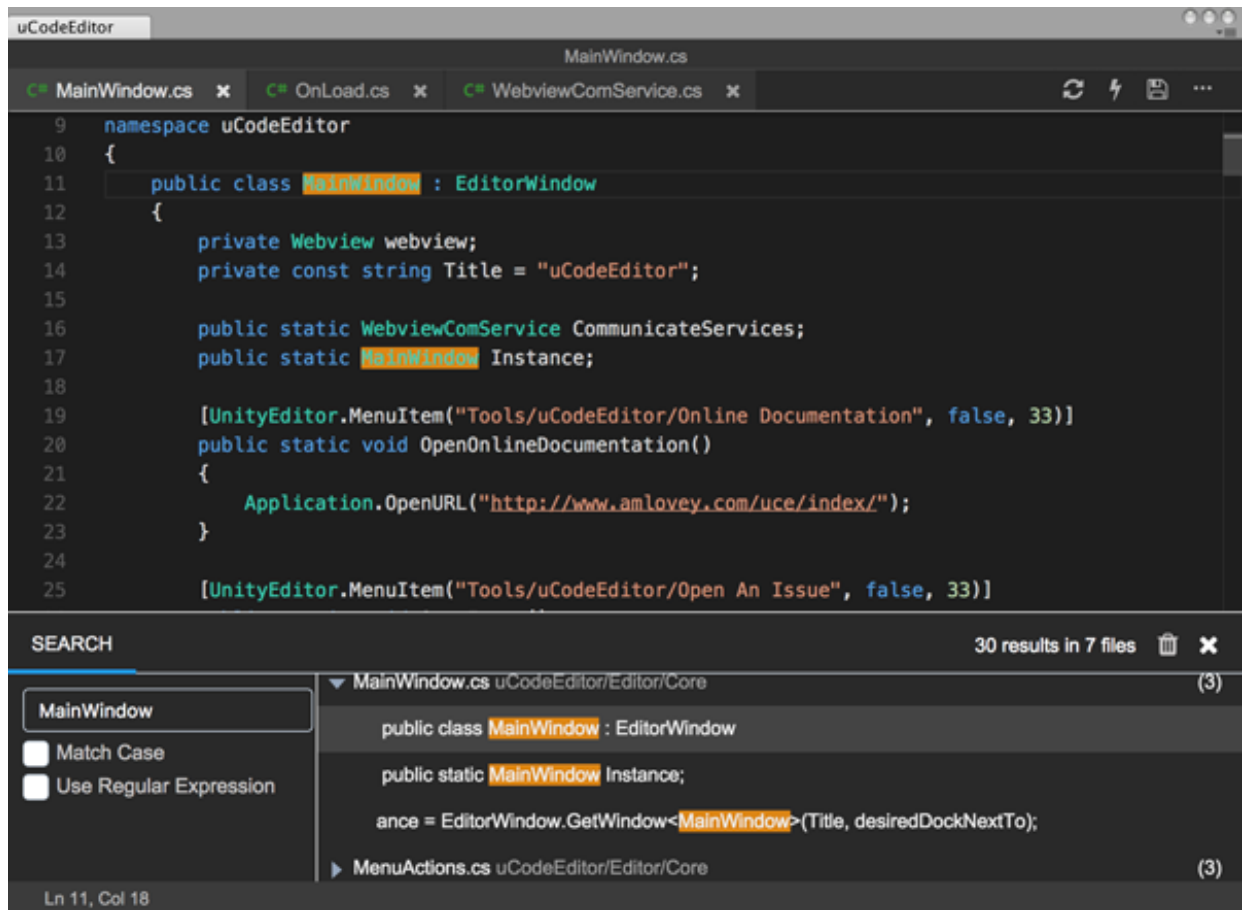
And below paths are included now:

- `Application.persistentDataPath`
- `Application.dataPath`
- `Application.streamingAssetsPath`
- `Application.tmporaryCachePath`

- Asset Store Packages Folder
- Editor Application Path
- Editor Log Folder

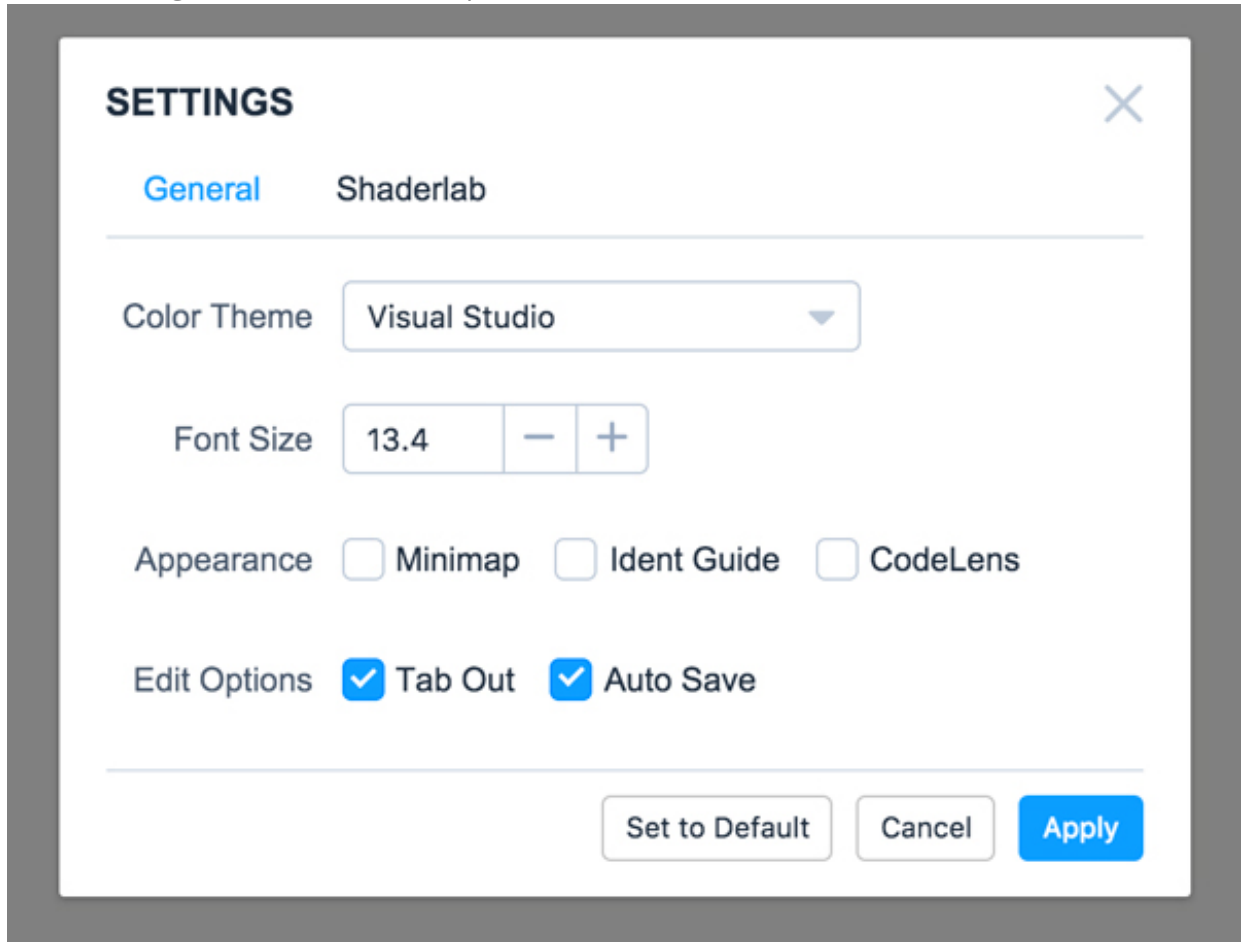
Search

Open Search View via `Search...` command in Command Palette or shortcut `Ctrl+``. Type words and press Enter key will trigger a search.



Editor Settings

We can change editor settings in **Settings Window**, which can open via click **More** button and select **Settings...** menu in more dropdown menu.



General

General Tab have following setting item:

- Color Theme
- Font Size
- Minimap
- Indent Guide
- CodeLens
- Tab Out
- Auto Save

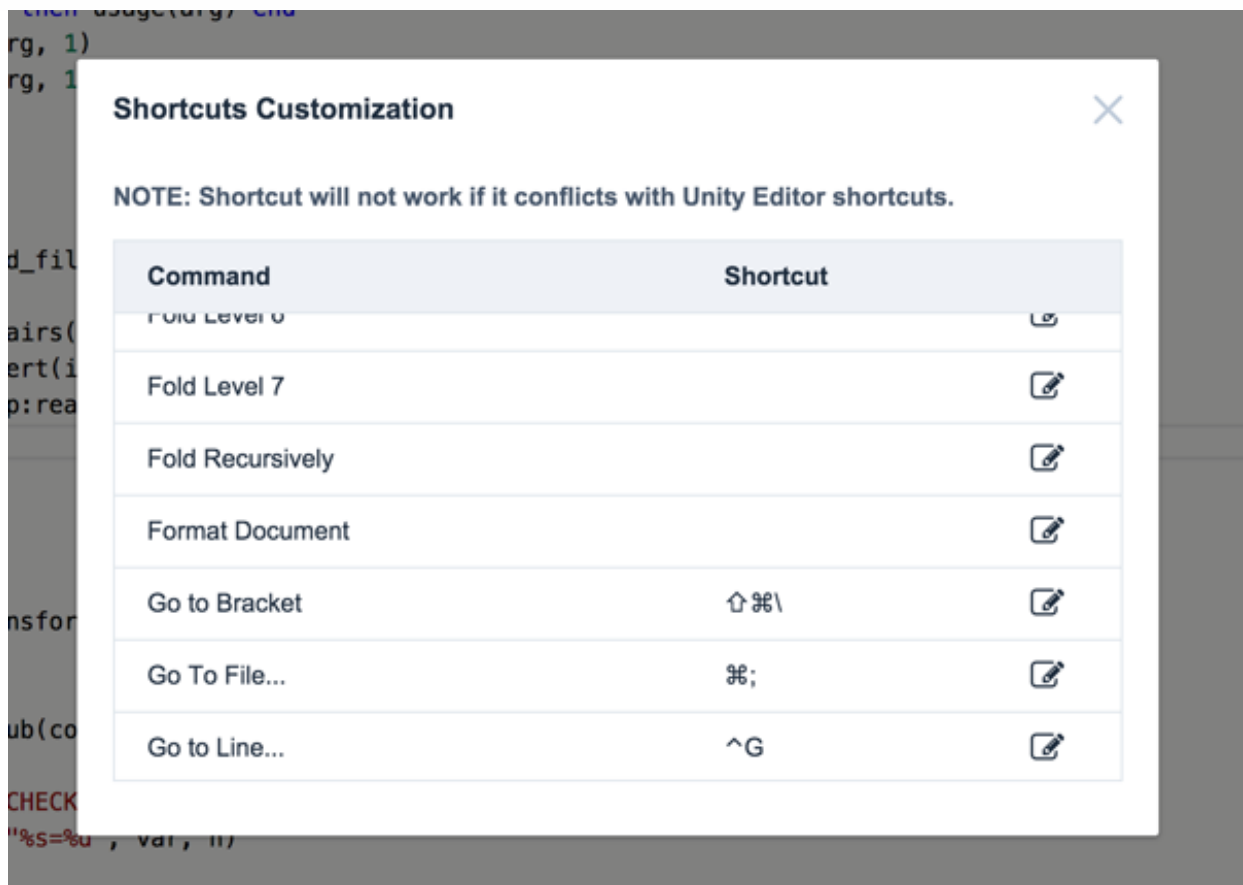
Shaderlab

Shaderlab tab have following setting item:

- Insert Spaces
- Tab Size

Shortcuts Customization

Execute **Shortcuts: Customization...** action in Command Palette will open the **Shortcuts Customization** window. Click the **Edit** icon to edit shortcut of action. Note that new shortcut will not work if it conflicts with Unity Editor shortcuts.



Tip: Press one of `SHIFT`, `ALT`, `CTRL` Key and then press `Enter` key will remove the shortcut for an action in shortcut editor dialog.

Restore To Default Shortcuts

Execute `Shortcuts: Restore To Default` action in Command Palette will restore all actions to default shortcuts.

Export/Import Settings From File

Execute `Export Settings...` action will export editor and customized key map to a .ucesettings file. Execute `Import Settings...` will import settings form a .ucesettings file.

Markdown Preview

Two ways to preview markdown:

1. Execute `Toggle Markdown Preview` command
2. Click the `Eye` icon at the right side of status bar

For More Information

Please visit <http://www.amlovey.com> for more information

Support

Please send email to amlovey@qq.com, I will reply as soon as possible.