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 package and Restart Unity Editor after importing.

Requirements

1. macOS

• C# supports is powered by <u>Omnisharp</u> which requires <u>mono</u> 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, sql, swift, java, css, html, typescript
Syntax Highlighting	V	V	V	V	▼
Code Completion	~	✓			
Code Actions	V				
CodeLens	~				
Go To Definition	V				
Find References	V				
Hover Information	V	V			
Signature Help	V	V			
Formatting	V	V	V		
Code Snippets	V	V			
Document Symbol	V	V	V		
Diagnostics	V				
Xml Document Comments	~				
Preview				V	

Getting Started

Open uCodeEditor

Two ways can do this:

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

Open File In uCodeEditor

In addition to double click a script file in Project Window, below actions can open file in uCodeEditor:

- Via right-click dropdown context menu item Open in uCodeEditor in Project window
- Double click the script references in Componment inside Inspector
- Click the Open... button in Inspector
- Use Go to File... command to open a file
- 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 acess for most of functionalities of **uCodeEditor**.

```
MainWindow.cs
           C# OnLoad.cs X
                              C# WebviewComService.cs X
w.cs X
space u
         Add Cursor Above
                                                                         187
public
         Add Cursor Below
                                                                         T#7
         Add Cursors to Line Ends
         Add Line Comment
         Add Selection To Next Find Match
                                                                          #D
    pub Add Selection To Previous Find Match
    pub Change All Occurrences
                                                                         ₩F2
         Close All Tabs
                                                                               ilse, 33)]
    [Un Close Current Active Tab
                                                                         ₩W
    public static void openontinepocumentation()
    {
         Application.OpenURL("http://www.amlovey.com/uce/index/");
    }
```

Go To File

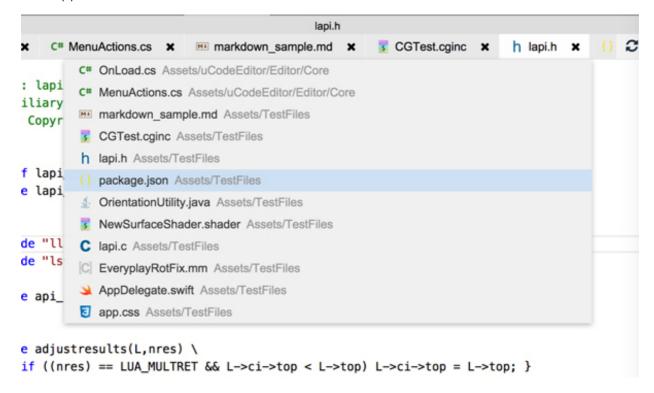
We can open a file quickly using Go To File features, two ways can open the Go To File dialog:

- Press ♯; on macOS or ctrl+; on window
- Press F1 to open Command Palette and execute the command Go To File

An 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 #таb or 🌣 #таb macOS and СТRL + F11 or СТRL + SHIFT + F11 on Windows. The shortcuts are not support customization for now.



User Guide

Color Themes

uCodeEditor supports below themes for now:

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

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

```
uCodeEditor
                                           WebviewComService.cs
                                                                                       2 4 🖺 ...
C= MainWindow.cs X C# OnLoad.cs X C# WebviewComService.cs X
      using UnityEngine;
      using UnityEditor;
      using System.Collections.Generic;
     using System.IO;
      using System;
  8 using System.Text;
     using System.Linq;
  9
  10
  11 namespace uCodeEditor
  13
         /// <summary>
  14
         /// Use this class to receive message from webpage or send message to webpage
  15
         /// </summary>
  16
         public partial class WebviewComService : ScriptableObject
  17
  18
              private Webview _webview;
              private CallbackWrapper wrap;
  19
              private const string SCRIPTOBJECTNAME = "uCodeEditor";
  21
  22
              public WebviewComService()
  23
  24
               {
  25
  26
               }
  27
  Ln 35, Col 1
```

Indent Guides

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

```
uCodeEditor
                                             WebviewComService.cs
C# MainWindow.cs X C# OnLoad.cs X C# WebviewComService.cs X
                                                                                             2 4 🖺 ...
                private const string SCRIPTOBJECTNAME = "uCodeEditor";
  21
  22
                public WebviewComService()
  23
  24
  25
  26
                }
  27
  28
                private void ExecuteJavascript(string javascript)
  29
                    if (this._webview != null)
  30
  31
                        this._webview.ExecuteJavascript(javascript);
  32
  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;
  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

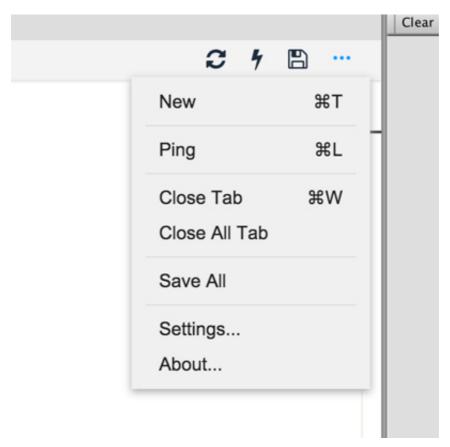
uCodeEditor also supports region for C# and Shaderlab.

- C#: using #region / #endregion
- Shaderlab: using //region / //endregion Or //#region / //#endregion

Button Actions

As below image show, the buttons from left to right are:

- **Refresh**: Sync with Project, it will save all files and trigger a 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 <code>%k</code> on macOS and <code>Ctrl+k</code> on Windows
- More: Click will open drop down menu, and for the menu items:
 - New: Create new document. Shortcut is \mathbb{H}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 <code>%w</code> on macOS and <code>ctrl+w</code> 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 version



Unity Editor Actions

Go To Scene

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

Reveal Unity Speical Folder

Unity has many special 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.temporaryCachePath
- Asset Store Packages Folder
- Editor Application Path
- Editor Log Folder

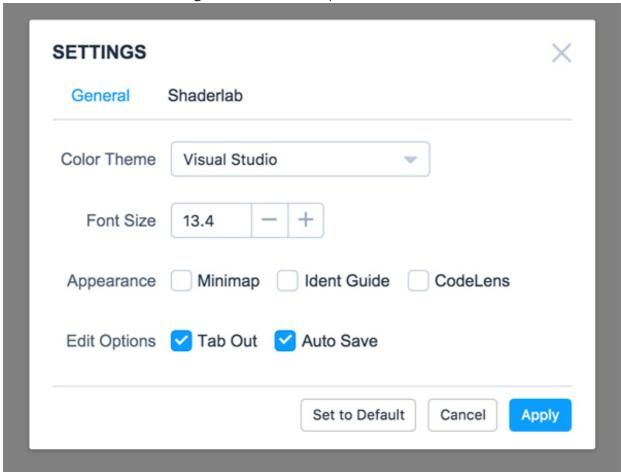
Search

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

```
uCodeEditor
                                                    MainWindow.cs
   MainWindow.cs X C# OnLoad.cs X C# WebviewComService.cs X
                                                                                                    2 1 🖺 ···
        namespace uCodeEditor
            public class MainWindow : EditorWindow
                 private Webview webview;
                 private const string Title = "uCodeEditor";
                 public static WebviewComService CommunicateServices;
public static MainWindow Instance;
                 [UnityEditor.MenuItem("Tools/uCodeEditor/Online Documentation", false, 33)]
                 public static void OpenOnlineDocumentation()
                      Application.OpenURL("http://www.amlovey.com/uce/index/");
                 [UnityEditor.MenuItem("Tools/uCodeEditor/Open An Issue", false, 33)]
 SEARCH
                                                                                           30 results in 7 files iii X
                              ▼ MainWindow.cs uCodeEditor/Editor/Core
  MainWindow
                                   public class MainWindow : EditorWindow
  Match Case
                                  public static MainWindow Instance;
  Use Regular Expression
                                  ance = EditorWindow.GetWindow<MainWindow>(Title, desiredDockNextTo);
                              ▶ MenuActions.cs uCodeEditor/Editor/Core
  Ln 11, Col 18
```

Editor Settings

We can change editor settings in **Settings Window**, which can be opened via clicking **More** button and then select **Settings...** menu in the dropdown menu.



General

General Tab have following setting item:

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

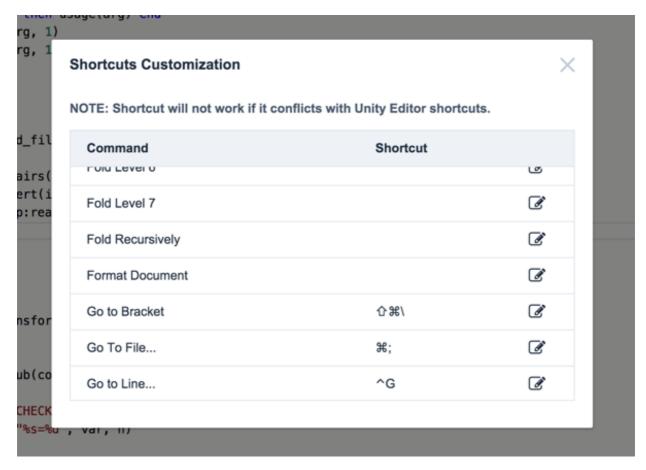
Shaderlab

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.