Documentation

Preprocessor Symbol Definition Files

• Introduction:

Preprocessor Symbol Definition Files offer a simple way to manage Scripting Define Symbols in a Unity project for multiple build target groups.

• Technical Information:

Required Unity Version:	Unity 2019.1.0f2 or newer.
Plugin Version:	2021.1.0.1
.NET:	.NET Standard 2.0 or .NET 4.x

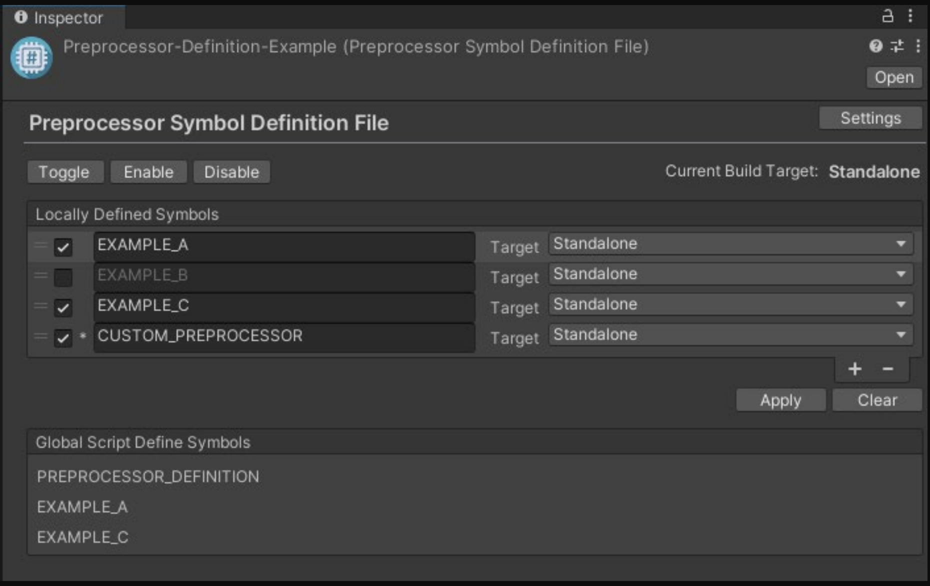
• Contact:

Mail:	MothRequest@gmail.com
Web:	https:// MothRequest.com
GitHub:	https://github.com/MothRequest
Linktr.ee:	https://linktr.ee/MothRequest

• Preprocessor-Symbol-Definition-File:

Create a new file by using: Rightclick => Create/Preprocessor Definition or Assets/Create/Preprocessor Definition.

Add a new symbol by making a new entry to the Locally Defined Symbols list, then press apply to confirm your changes. Both adding and removing symbols must be confirmed manually. Confirmation will update unity's list of Scripting Define Symbols which will cause assemblies to reload. Entries contained in the list can be enabled and disabled manually. In addition, the Build Target Group of every symbol can also be set individually. Symbols will only be active if their build target group corresponds with the active build target group of the project.



Inspector

Preprocessor-Definition-Example (Preprocessor Symbol Definition File)

Open

Preprocessor Symbol Definition File

Settings

Toggle Enable Disable

Current Build Target: **Standalone**

Locally Defined Symbols

☑ EXAMPLE_A Target Standalone

□ EXAMPLE_B Target Standalone

☑ EXAMPLE_C Target Standalone

☑ * CUSTOM_PREPROCESSOR Target Standalone

+ −

Apply Clear

Global Script Define Symbols

PREPROCESSOR_DEFINITION
EXAMPLE_A
EXAMPLE_C

- Preprocessor-Definition-Settings:

The settings file is located as an asset in your project.
IMPORTANT: There should only ever be one instance of this type!
You can manually select this file at “Plugins/Ganymed/Preprocessor-Symbol-Definition-File Settings.”

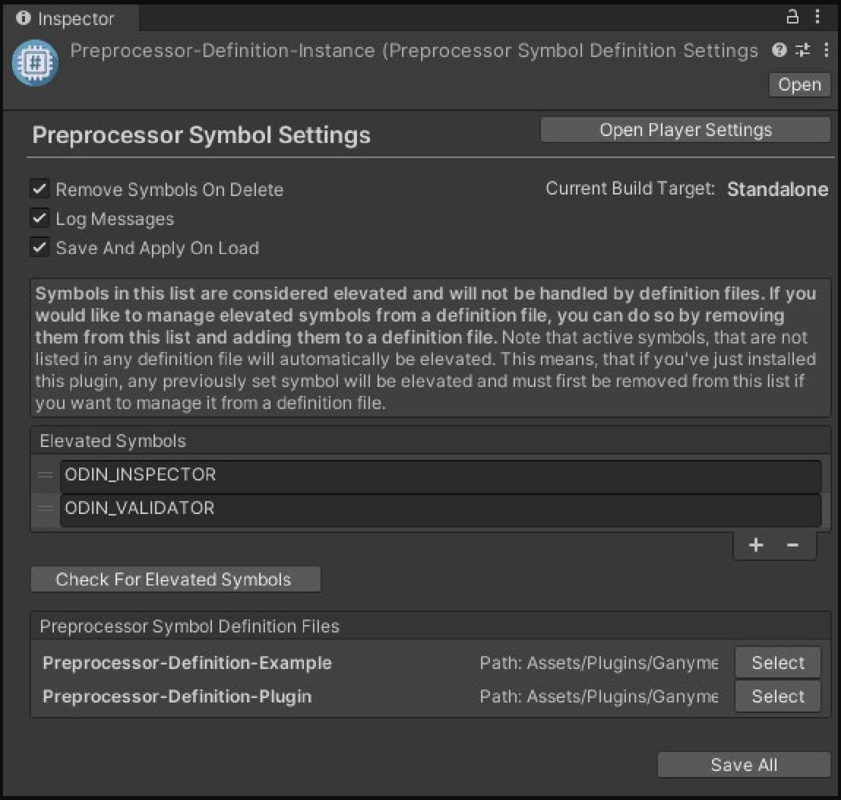
Remove Symbols on Delete: Removes the content of a Preprocessor Symbol Definition File when it is deleted. If this option is not enabled the symbols of a deleted file will be elevated and must be removed manually.

Log Messages: When enabled, messages will be logged when symbols are removed, added or elevated.

Save And Apply on Load: This option is only available in Unity 2020.2 or newer. When enabled, unsaved changes will be applied when scripts begin to recompile.

Elevated Symbols:

Symbols in this list are considered elevated and will not be handled by definition files. If you would like to manage elevated symbols from a definition file, you can do so by removing them from this list and adding them to a definition file. Note that active symbols, that are not listed in any definition file will automatically be elevated. This means, that if you've just installed this plugin, any previously set symbol will be elevated and must first be removed from this list if you want to manage it from a definition file.



Preprocessor-Definition-Instance (Preprocessor Symbol Definition Settings

Preprocessor Symbol Settings

☑ Remove Symbols On Delete
☑ Log Messages
☑ Save And Apply On Load

Current Build Target: **Standalone**

Symbols in this list are considered elevated and will not be handled by definition files. If you would like to manage elevated symbols from a definition file, you can do so by removing them from this list and adding them to a definition file. Note that active symbols, that are not listed in any definition file will automatically be elevated. This means, that if you've just installed this plugin, any previously set symbol will be elevated and must first be removed from this list if you want to manage it from a definition file.

Elevated Symbols

ODIN_INSPECTOR
ODIN_VALIDATOR

Preprocessor Symbol Definition Files

Preprocessor-Definition-Example	Path: Assets/Plugins/Ganyme
Preprocessor-Definition-Plugin	Path: Assets/Plugins/Ganyme

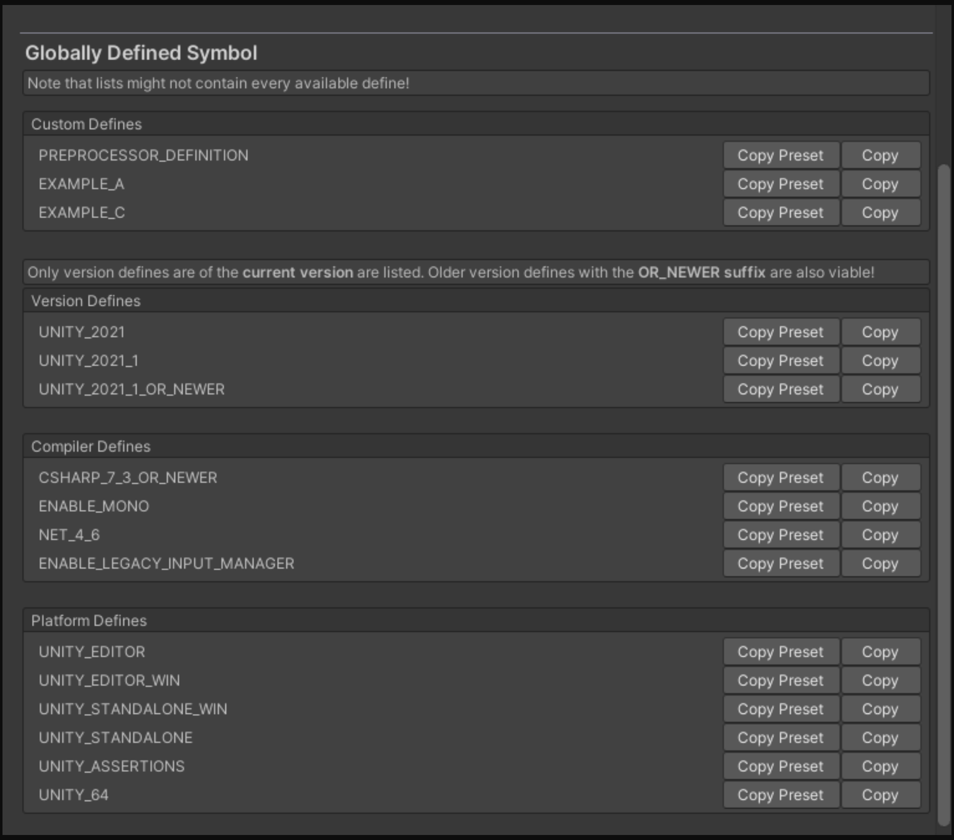
The settings file also offers a quick way to access every Definition File, located anywhere in the project.

- Globally Defined Symbols:

Both, definition files and the settings file can display multiple categories of globally defined symbols. The contents of those lists, except for the custom defines, might not contain every available symbol. Every entry offers two quick ways to copy its content to the clipboard. Use **Copy** for the unchanged symbol abd **Copy Preset** to copy the symbol with the following format:

```
#if SYMBOL

#endif
```



Globally Defined Symbol

Note that lists might not contain every available define!

Custom Defines

PREPROCESSOR_DEFINITION
EXAMPLE_A
EXAMPLE_C

Only version defines are of the **current version** are listed. Older version defines with the **OR_NEWER suffix** are also viable!

Version Defines

UNITY_2021
UNITY_2021_1
UNITY_2021_1_OR_NEWER

Compiler Defines

CSHARP_7_3_OR_NEWER
ENABLE_MONO
NET_4_6
ENABLE_LEGACY_INPUT_MANAGER

Platform Defines

UNITY_EDITOR
UNITY_EDITOR_WIN
UNITY_STANDALONE_WIN
UNITY_STANDALONE
UNITY_ASSERTIONS
UNITY_64