uCodeEditor Manual

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 [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, sql, swift, java, css, html, typescript
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 do this:

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

Multiple Windows

Use `New Window` command or click the `New Window` menu item in more drop down menu in MainUI.

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 Compontment inside Inspector
- Click the `Open...` button in Inspector
- Use `Go to File...` command to open a file
- Use `Open File...` command to oepn 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**.
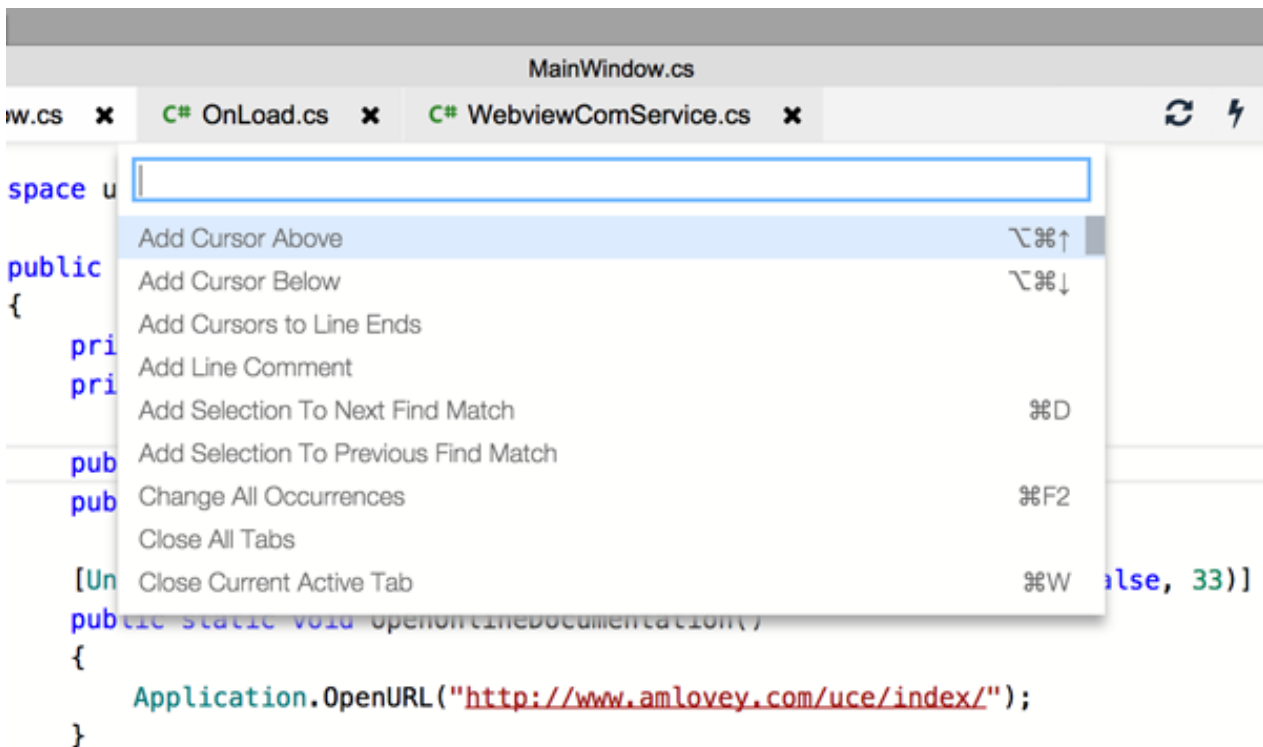
Go To File

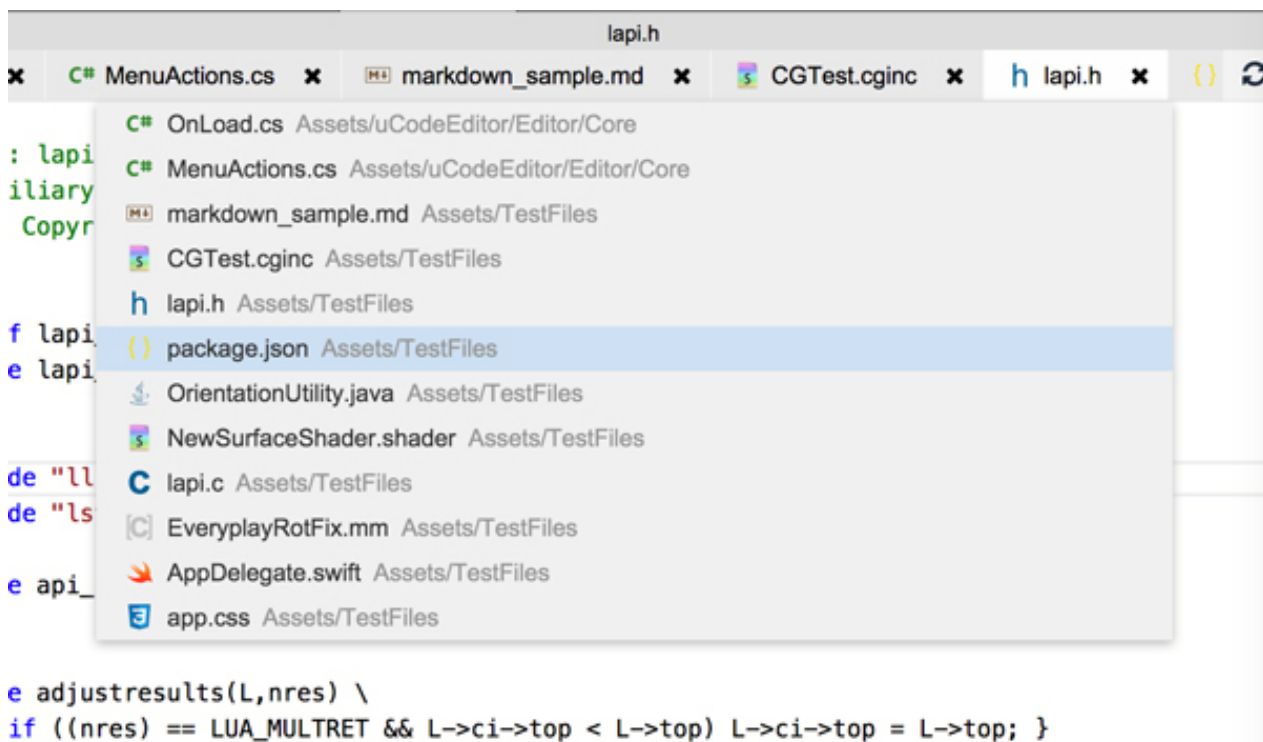We can open a file quickly using `Go To File` features, two ways can open the `Go To File` dialog:

- 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.

```
/indow.cs  ✖    C# OnLoad.cs  ✖    C# WebviewComService.cs  ✖                        ⟳  ⚡

 sing System

 namespace uC          webvcoms

                       C# WebViewCommunicationService.cs  Assets/Plugins/APlus Assets Explorer/Scripts/Editor
    /// <sum
                       C# WebviewComService.cs  Assets/uCodeEditor/Editor/Core
    /// Use this class to receive message from webpage or send message to webpage
    /// </summary>
    public partial class WebviewComService : ScriptableObject
    {
```

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.

```
                                            lapi.h
  ✖    C# MenuActions.cs  ✖    MD markdown_sample.md  ✖    S CGTest.cginc  ✖    h lapi.h  ✖    {}  ⟳

: lapi          C# OnLoad.cs  Assets/uCodeEditor/Editor/Core
iliary          C# MenuActions.cs  Assets/uCodeEditor/Editor/Core
 Copyr          MD markdown_sample.md  Assets/TestFiles
                S CGTest.cginc  Assets/TestFiles
                h lapi.h  Assets/TestFiles
f lapi          {} package.json  Assets/TestFiles
e lapi          ☕ OrientationUtility.java  Assets/TestFiles
                S NewSurfaceShader.shader  Assets/TestFiles
de "ll          C lapi.c  Assets/TestFiles
de "ls          [C] EveryplayRotFix.mm  Assets/TestFiles
                ↘ AppDelegate.swift  Assets/TestFiles
e api_          🔲 app.css  Assets/TestFiles

e adjustresults(L,nres) \
if ((nres) == LUA_MULTRET && L->ci->top < L->top) L->ci->top = L->top; }
```

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.
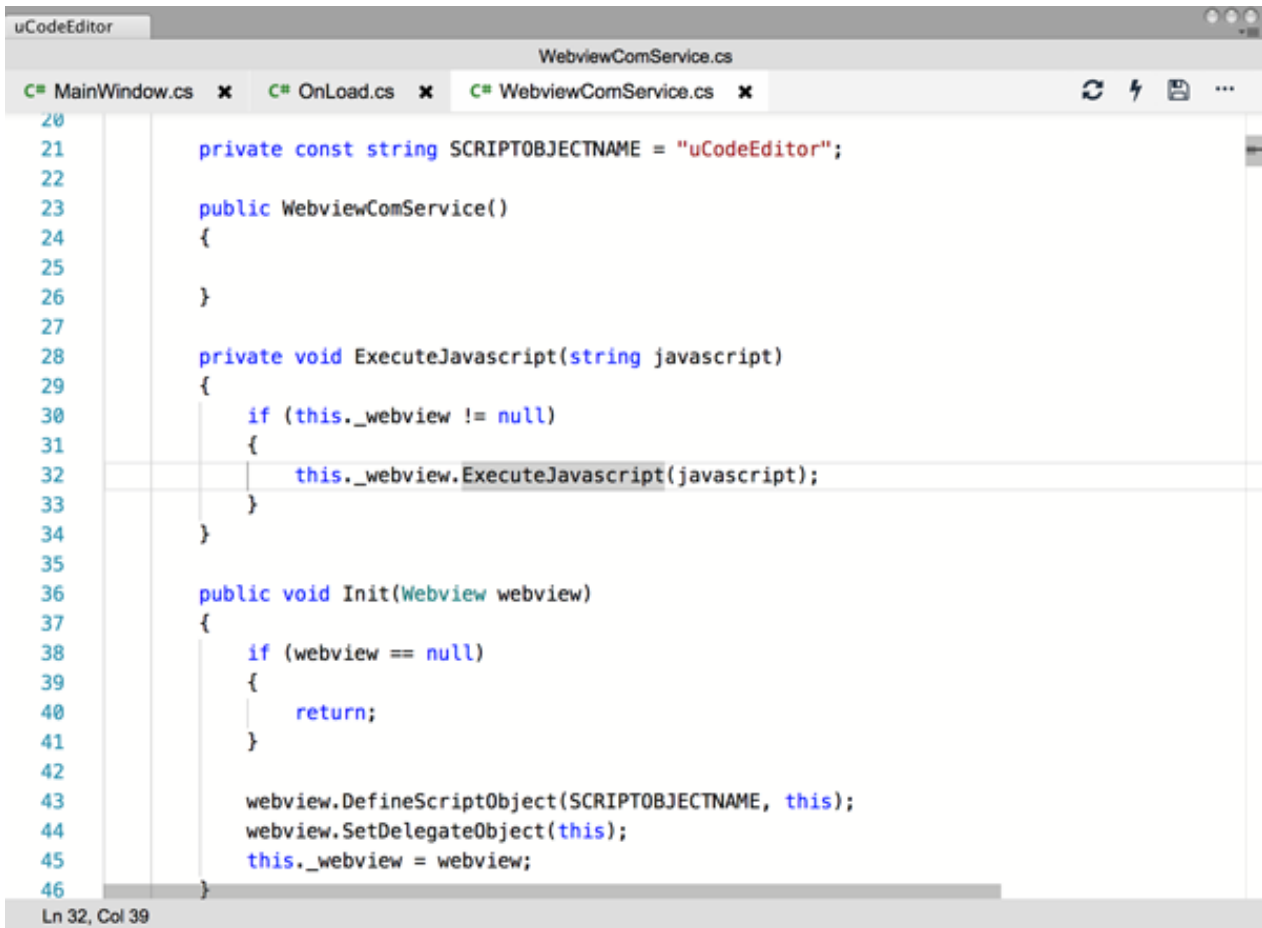
Minimap

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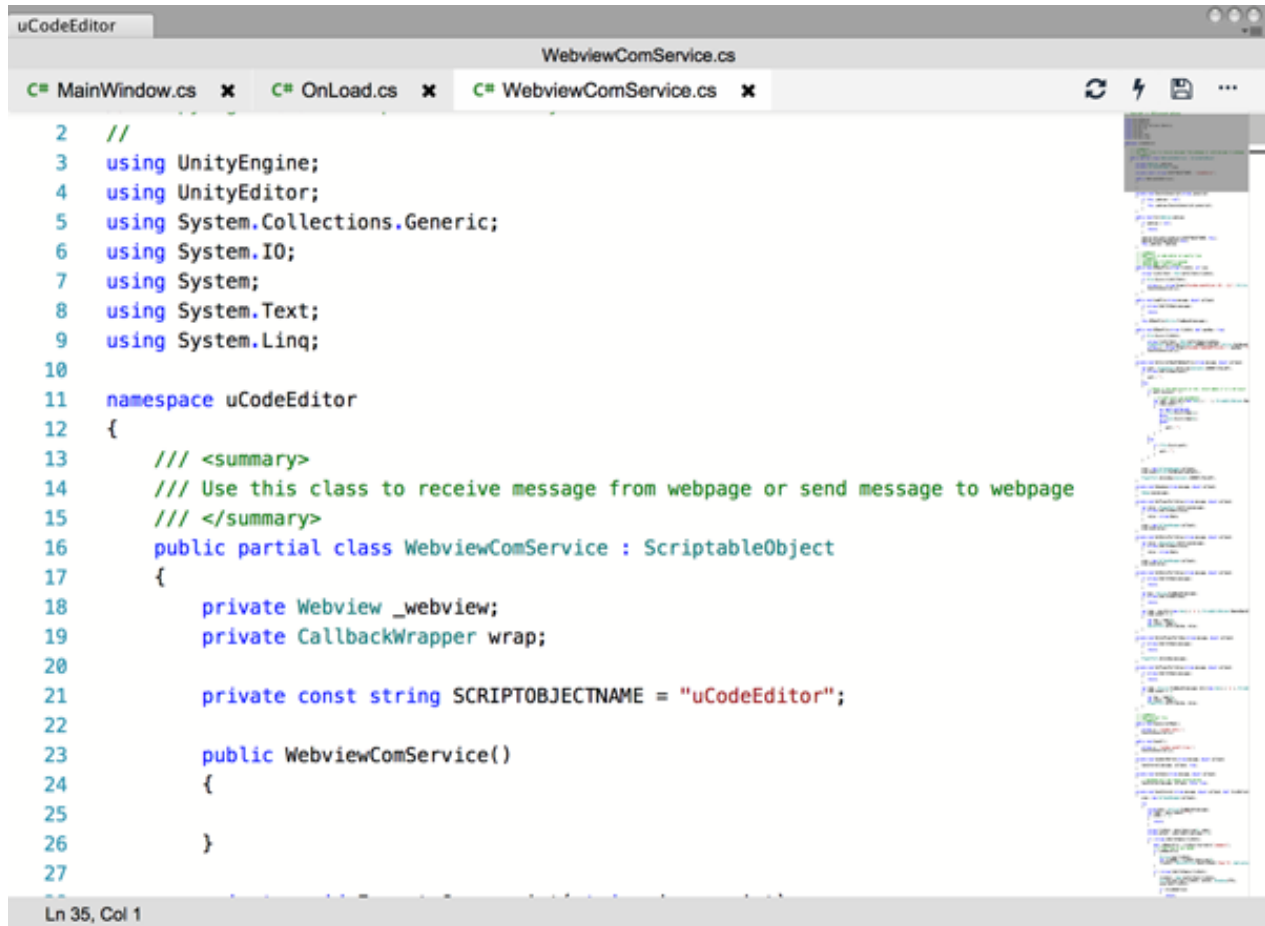
Indent Guides

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

```
uCodeEditor
                        WebviewComService.cs
C# MainWindow.cs  ✕   C# OnLoad.cs  ✕   C# WebviewComService.cs  ✕          ⟳  ↯  🖫  ⋯

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
```
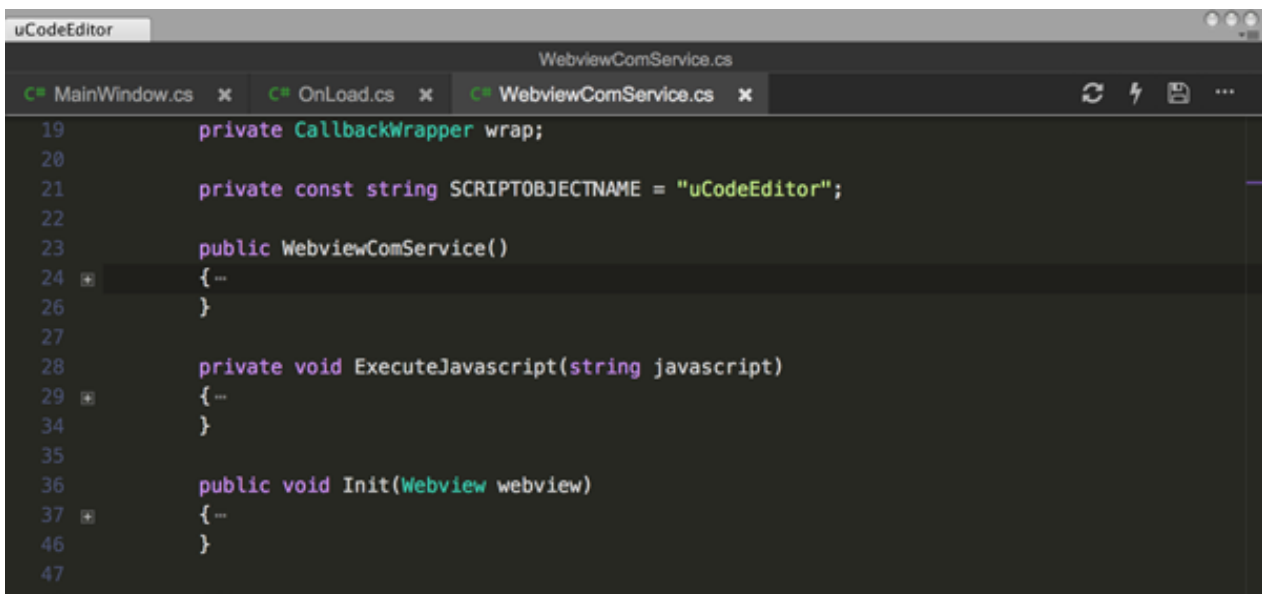
Folding

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`


```
uCodeEditor
                        WebviewComService.cs
C# MainWindow.cs  ✕   C# OnLoad.cs  ✕   C# WebviewComService.cs  ✕          ⟳  ↯  🖫  ⋯

19      private CallbackWrapper wrap;
20
21      private const string SCRIPTOBJECTNAME = "uCodeEditor";
22
23      public WebviewComService()
24  ⊞  {...
26      }
27
28      private void ExecuteJavascript(string javascript)
29  ⊞  {...
34      }
35
36      public void Init(Webview webview)
37  ⊞  {...
46      }
47
```

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 `⌘K` on macOS and `Ctrl+K` on Windows
- **More**: Click will open drop down menu, and for the menu items:
  - **New File**: Create new document. Shortcut is `⌘T` on macOS and `Ctrl+T` on Windows
  - **New Window**: Create new window.
  - **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 version
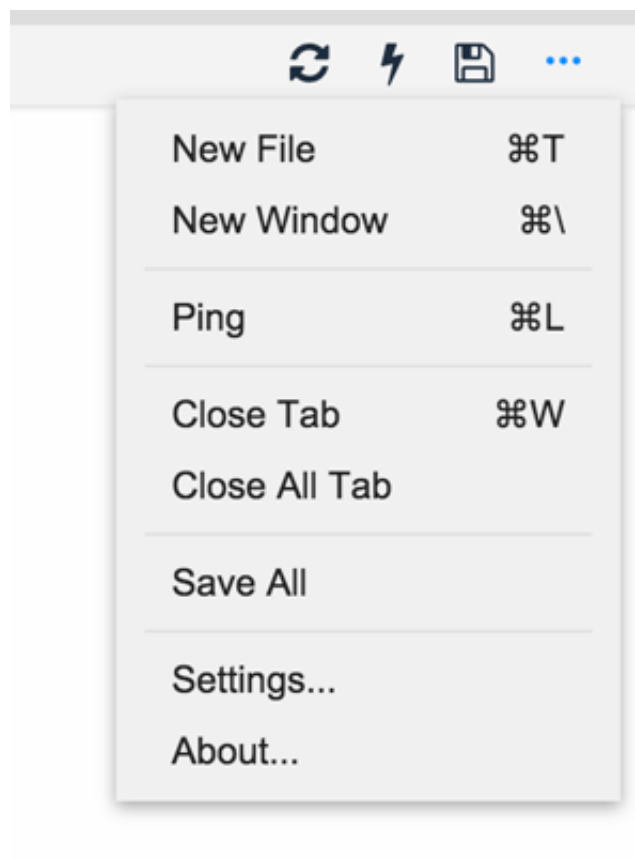
Unity Editor Actions

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
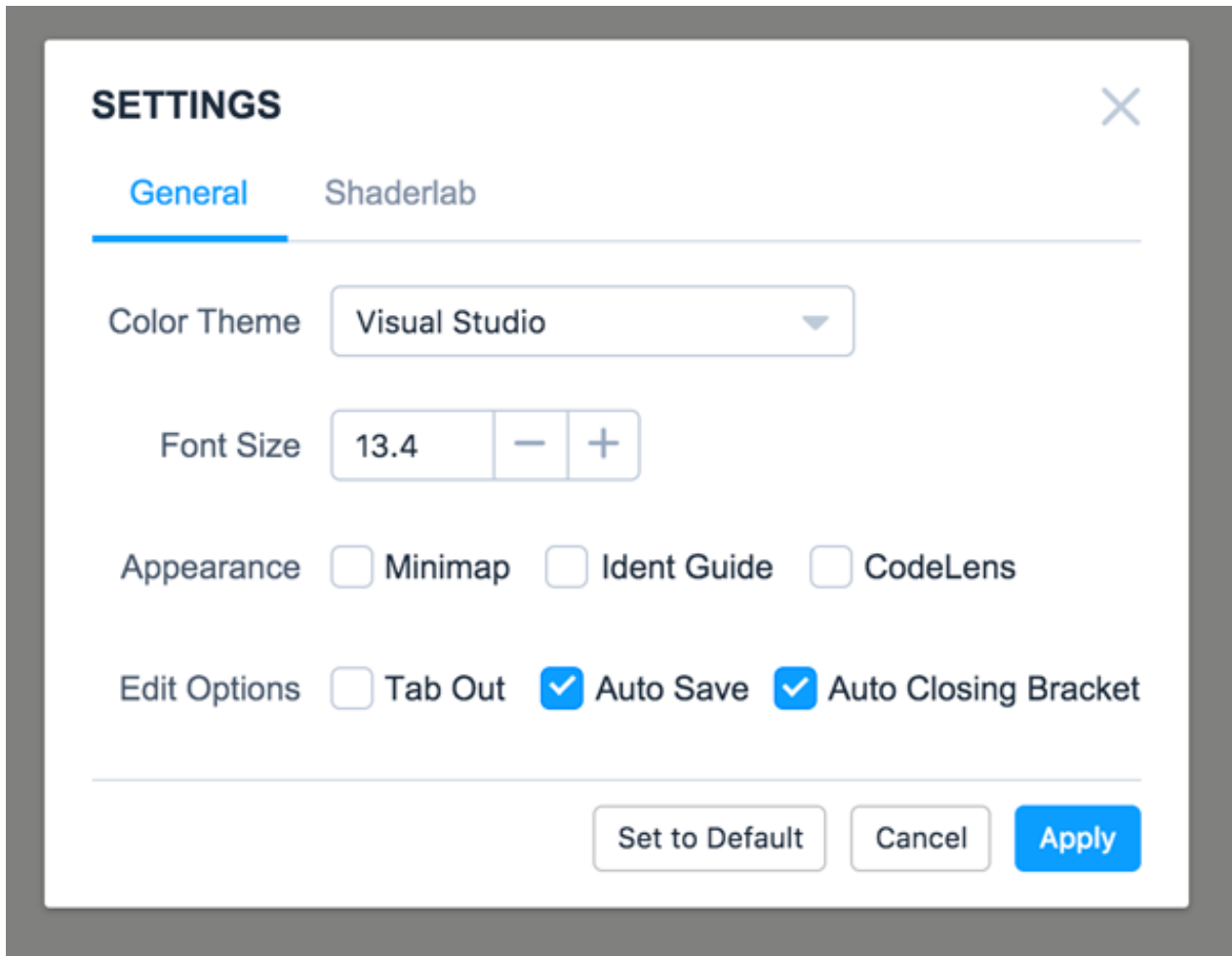- Editor Application Path
- Editor Log Folder

Search

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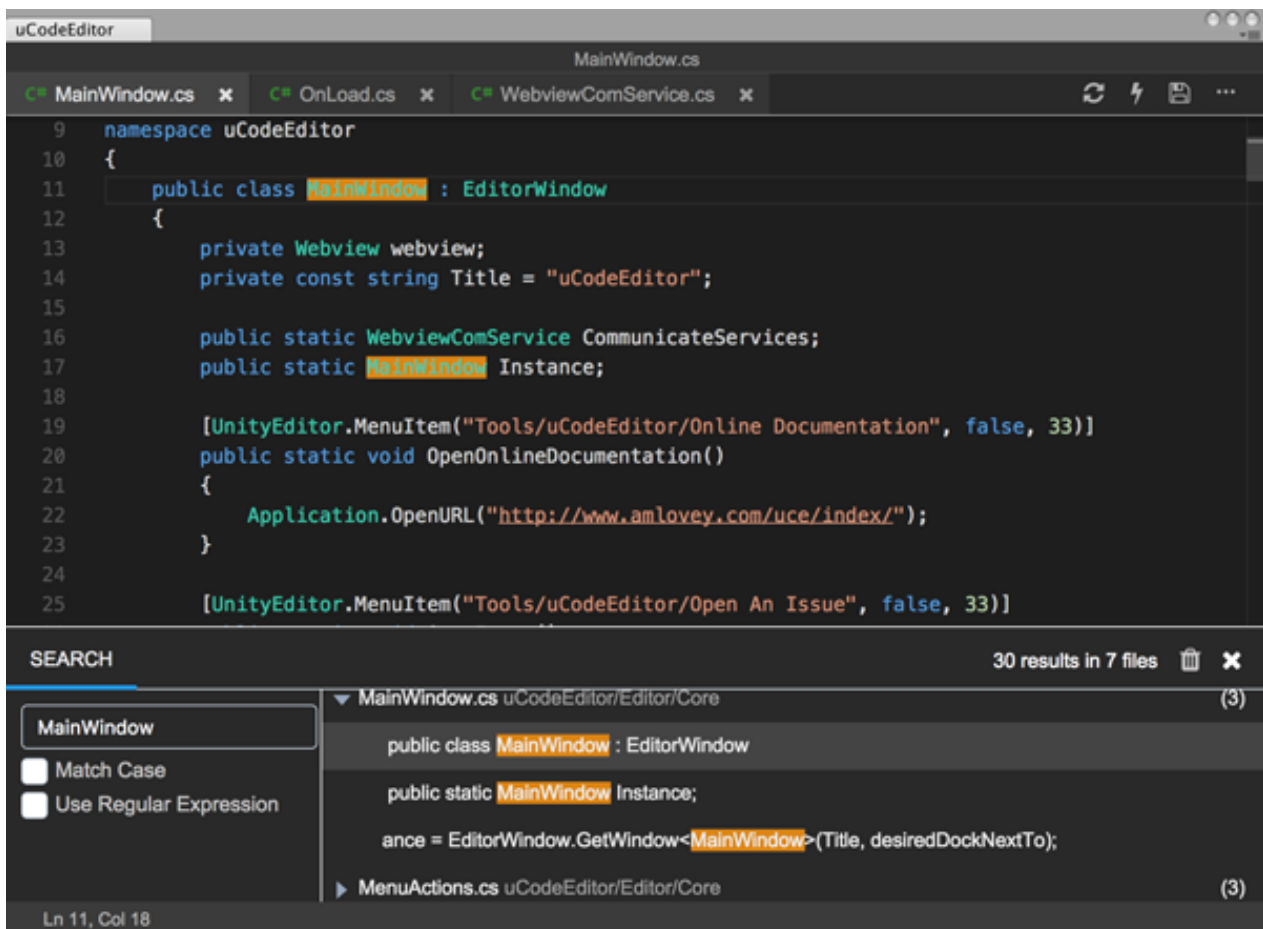
Editor Settings

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
- Auto Closing Bracket

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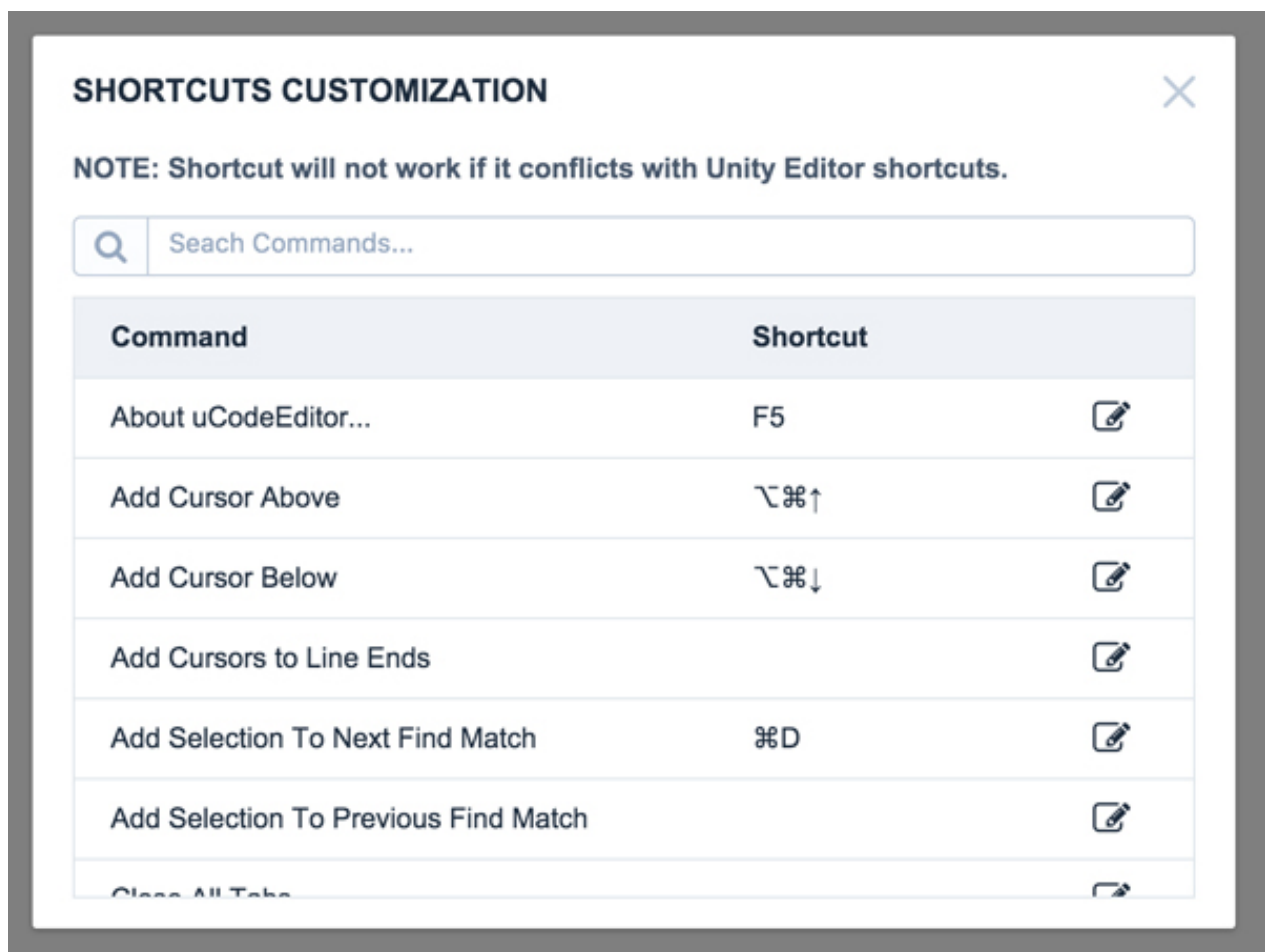
Tip: Press one of `SHIFT`, `ALT`, `CTRL` Key and then press `Enter` key will remove the shortcut for an action in shortcut editor dialog.

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:

- Execute `Toggle Markdown Preview` command
- 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.

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