Text aus Visual Studio Selektion auslesen / verändern:

<http://msdn.microsoft.com/de-de/library/ms228776.aspx>

MDI mit Caliburn:

Conductor<T>.Collection.AllActive

Siehe Beispielprojekt.

Touch in Unity3d:

<http://forum.unity3d.com/threads/unity-touch-input-tutorials.202940/>

E-Book zu Unity3D und C# mit guten Code-Only Beispielen: <http://books.google.de/books?id=CCMbBAAAQBAJ&pg=PA138&lpg=PA138&dq=unity3d+diagramming&source=bl&ots=tTMKyeE6ZJ&sig=au9wQOkNtSNFOlzbW5FRVbiShZA&hl=de&sa=X&ei=E5biU_DTOKad0AXi84GQCA&ved=0CGQQ6AEwCA#v=onepage&q=unity3d%20diagramming&f=false>

Vergleich mehrerer Graph Libraries für Unity3D:

<http://arongranberg.com/astar/freevspro>

Hervorragende Basic-Tech-Tutorials für Unity3D:

<http://catlikecoding.com/unity/tutorials/>

Visual Studio als Code-Editor für Unity3D:

<http://stackoverflow.com/questions/19889848/working-with-unity3d-and-visual-studio-2013>

Visual Studio 2013 Tools for Unity (Debuggen von Unity in VS):

<http://visualstudiogallery.msdn.microsoft.com/20b80b8c-659b-45ef-96c1-437828fe7cf2>

Vergleich der kostenlosen und der kommerziellen Unity3D Versionen:

<http://unity3d.com/unity/licenses>

<http://stackoverflow.com/questions/4052940/how-to-make-an-opengl-rendering-context-with-transparent-background>

<http://answers.unity3d.com/questions/642532/is-it-possible-to-create-a-windowless-popup-window.html>

<http://stackoverflow.com/questions/12686050/unity3d-application-as-user-control>

<http://www.codeproject.com/Articles/9123/Hosting-EXE-Applications-in-a-WinForm-project>

<http://forum.unity3d.com/threads/unity-in-a-window.10855/page-2>

<http://www.rsdn.ru/article/opengl/layeredopengl.xml>

<http://stackoverflow.com/questions/4780756/glflush-takes-very-long-time-on-window-with-transparent-background/4780874#4780874>

<http://www.jose.it-berater.org/smfforum/index.php?topic=2844.0>

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<http://www.codeproject.com/Articles/682834/So-you-want-to-be-a-Unity-D-game-developer>