uCodeEditor Manual

Introduction

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

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**.

Installation

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

Languages Support

Overview table of languages and their features support:

Features	CSharp	Shaderlab	Json	Other Languages
Syntax Highlighting	Yes	Yes	Yes	Yes
Code Completion	Yes	Yes		
Go To Definition	Yes			
Find References	Yes			
Hover Information	Yes	Yes		
Signature Help	Yes	Yes		
Formatting	Yes	Yes	Yes	
Code Snippets	Yes	Yes		
Document Symbol	Yes	Yes	Yes	
Rename	Yes			
Diagnostics	Yes			
Xml Document Comments	Yes			

Other Languages are: xml, c, c++, lua, python, object-c, swift, java, markdown, css and html

Features

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 Componment inside Inspector
3. Click the `Open...` button in Inspector

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.
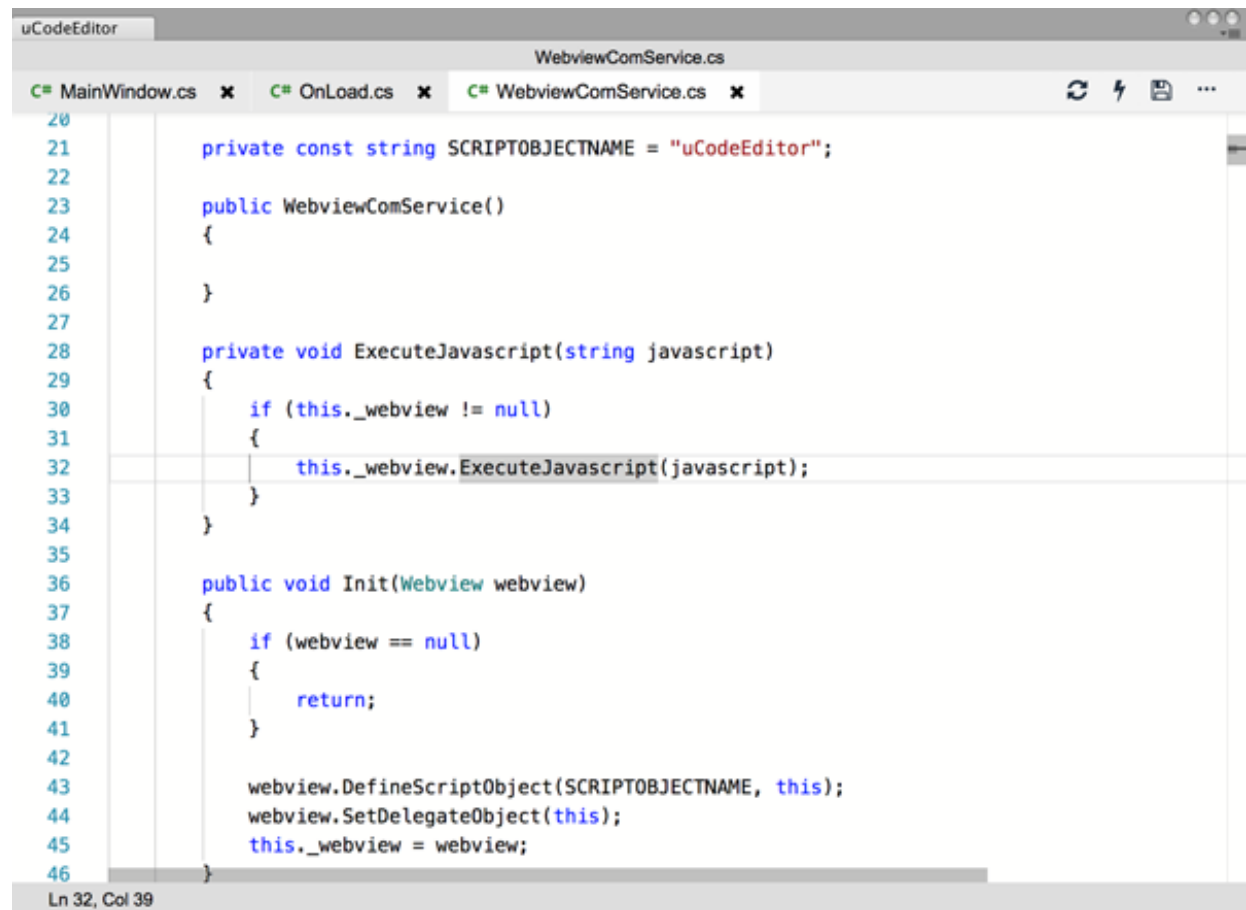
Minimap

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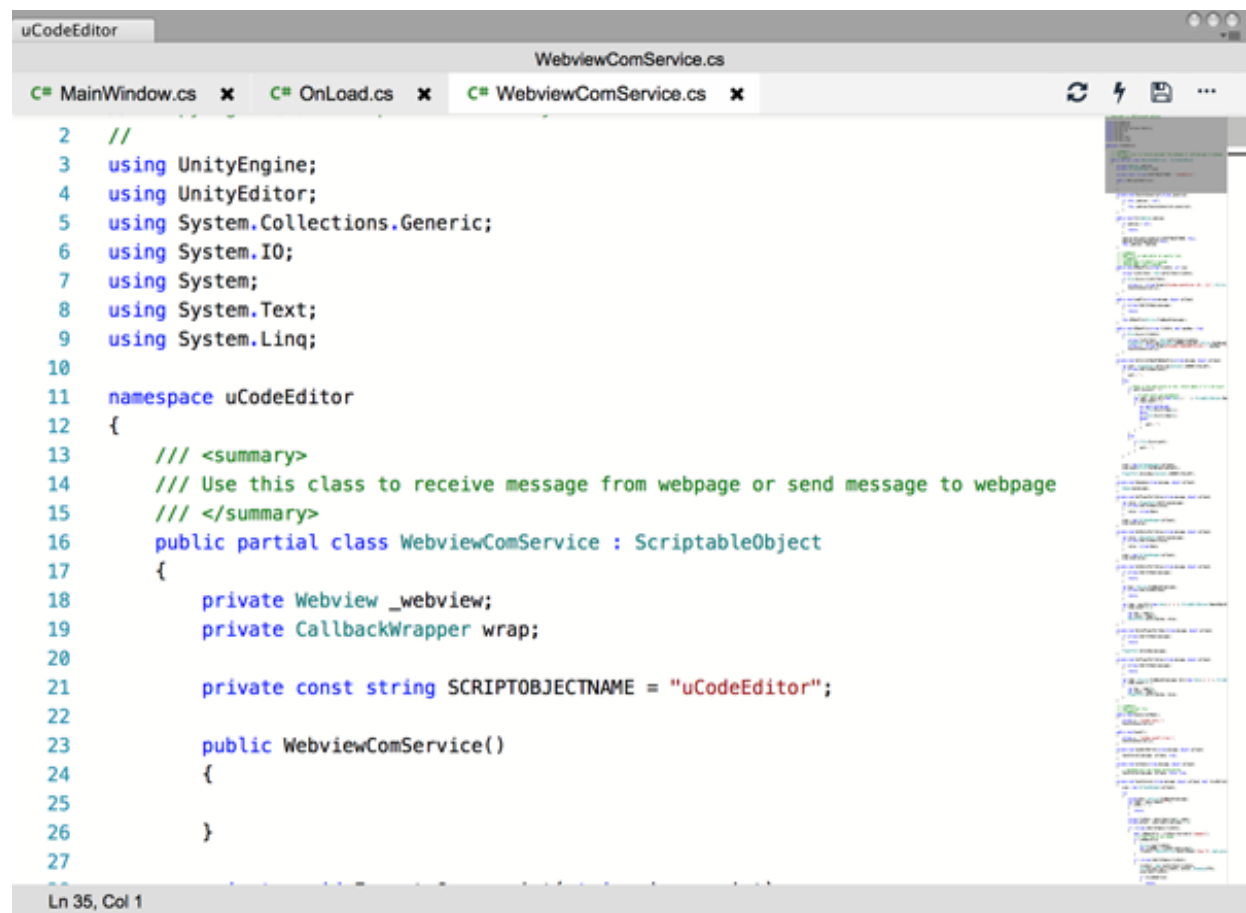
Indent Guides

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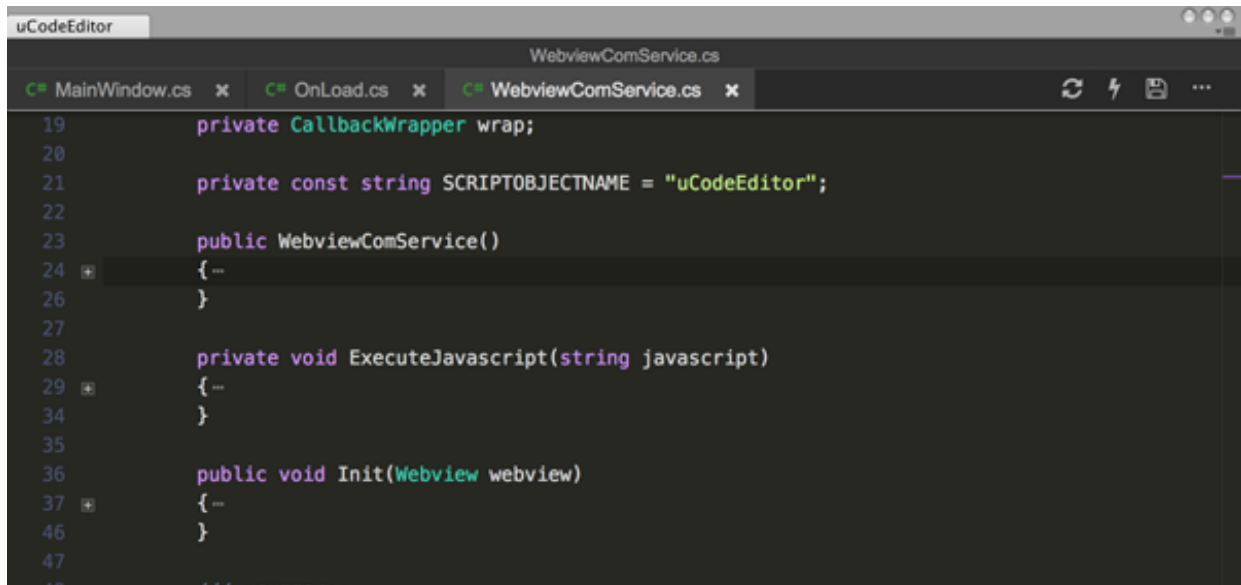

Folding

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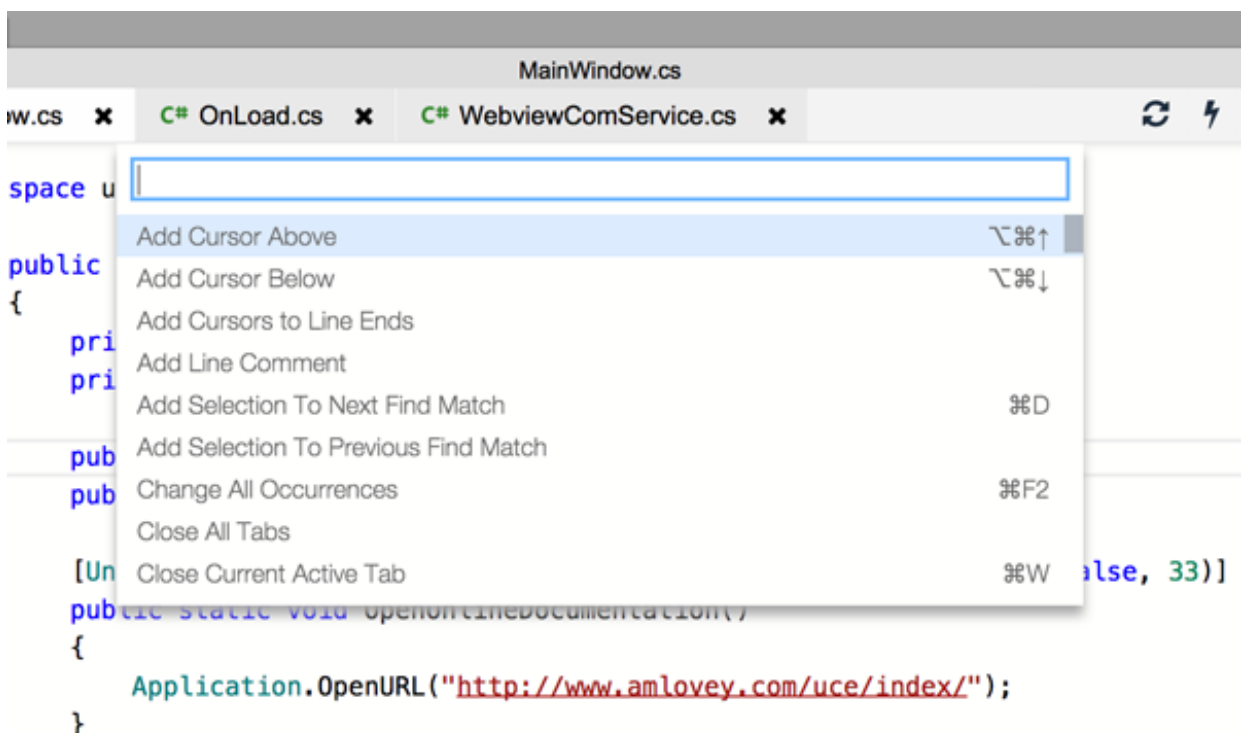
Region

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
```

Command Palette

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


```
                              MainWindow.cs
w.cs  ×    C# OnLoad.cs  ×    C# WebviewComService.cs  ×

space u

public
{
      pri      Add Cursor Above                    ⌥⌘↑
      pri      Add Cursor Below                    ⌥⌘↓
               Add Cursors to Line Ends
      pub      Add Line Comment
      pub      Add Selection To Next Find Match            ⌘D
               Add Selection To Previous Find Match
      [Un      Change All Occurrences              ⌘F2       lse, 33)]
      pub      Close All Tabs
      {        Close Current Active Tab                  ⌘W

      Application.OpenURL("http://www.amlovey.com/uce/index/");

      }
```

Go To File

Two way can open the Go To File dialog:

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

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

```
Window.cs    ✕    C# OnLoad.cs    ✕    C# WebviewComService.cs    ✕                    ↻  ⚡
```

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
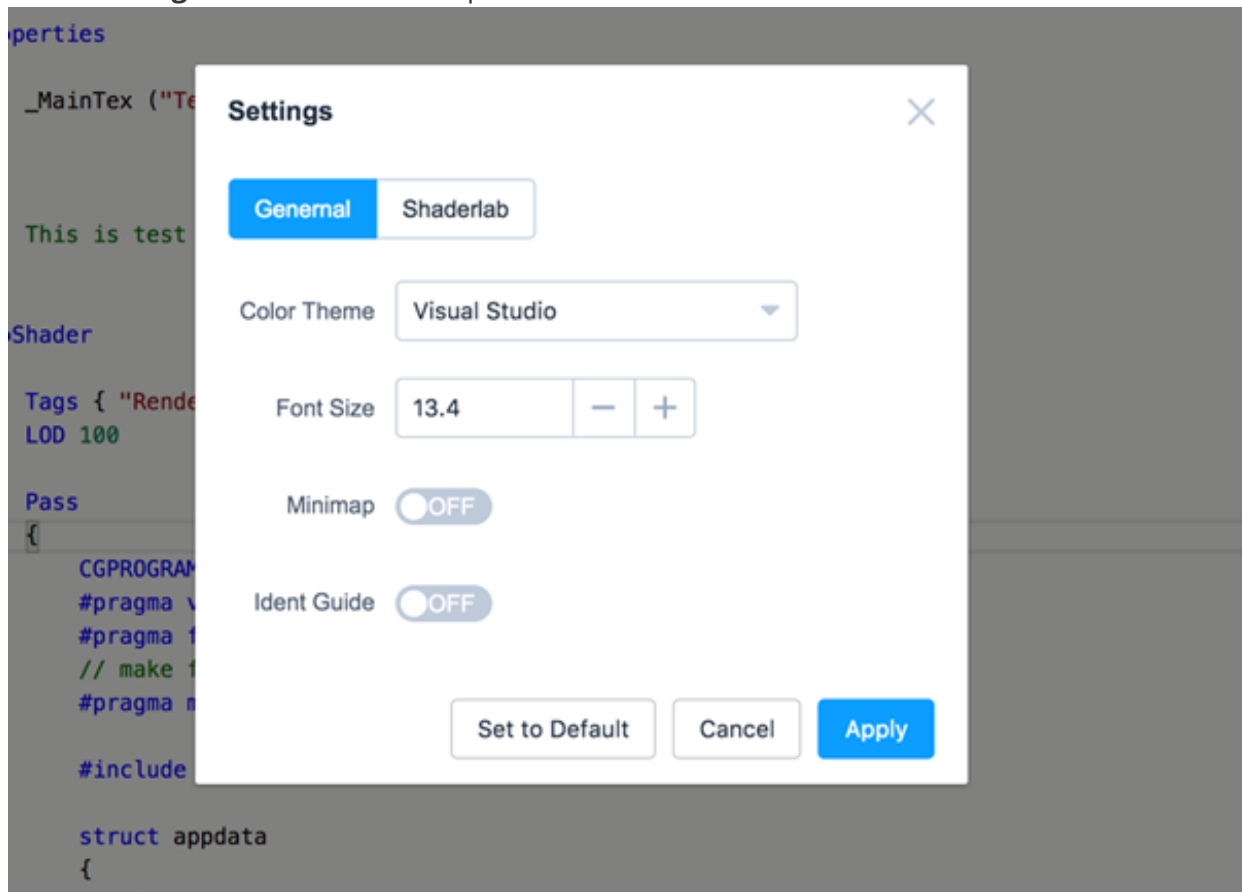 - **About**: Show about information and versions
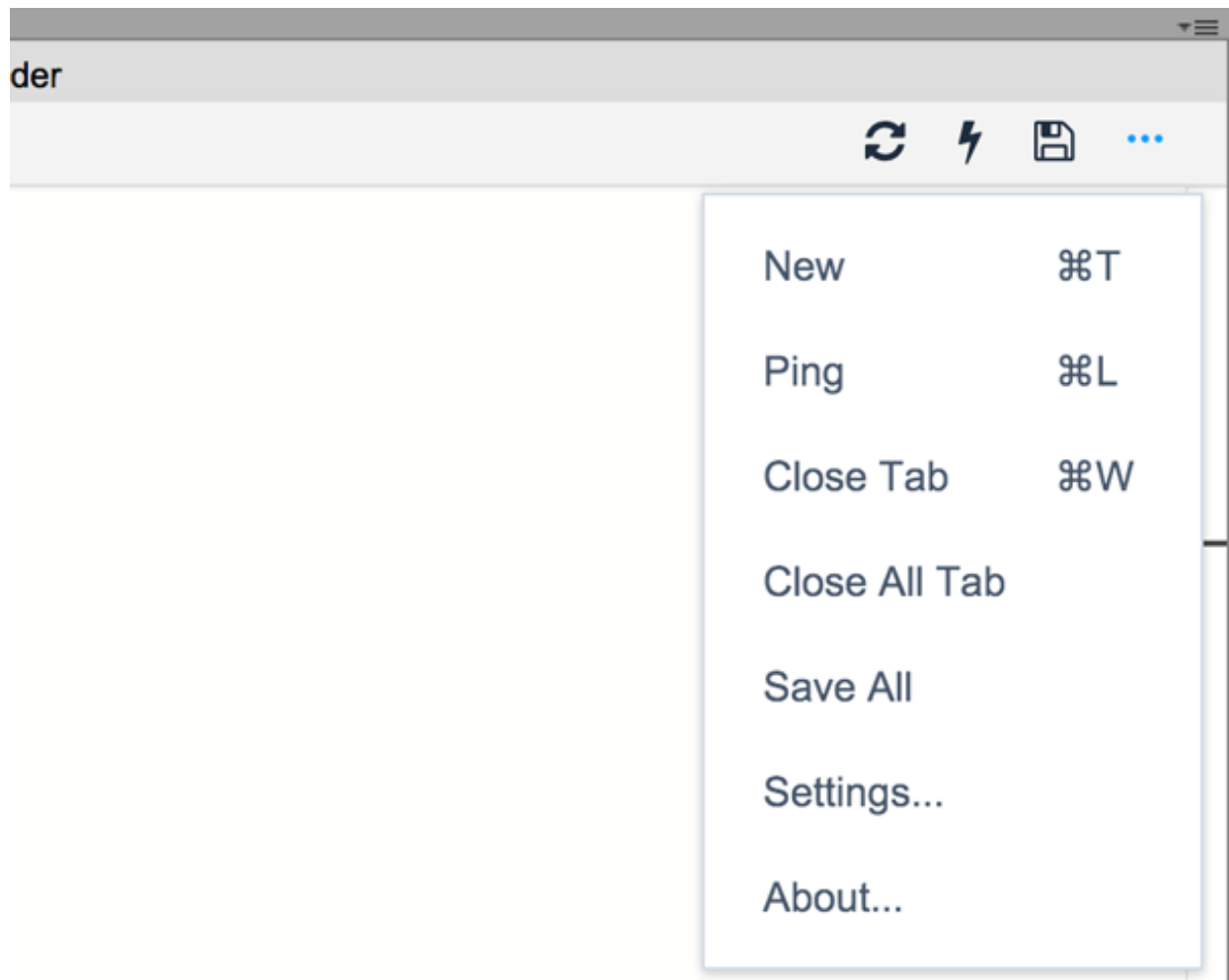
Search

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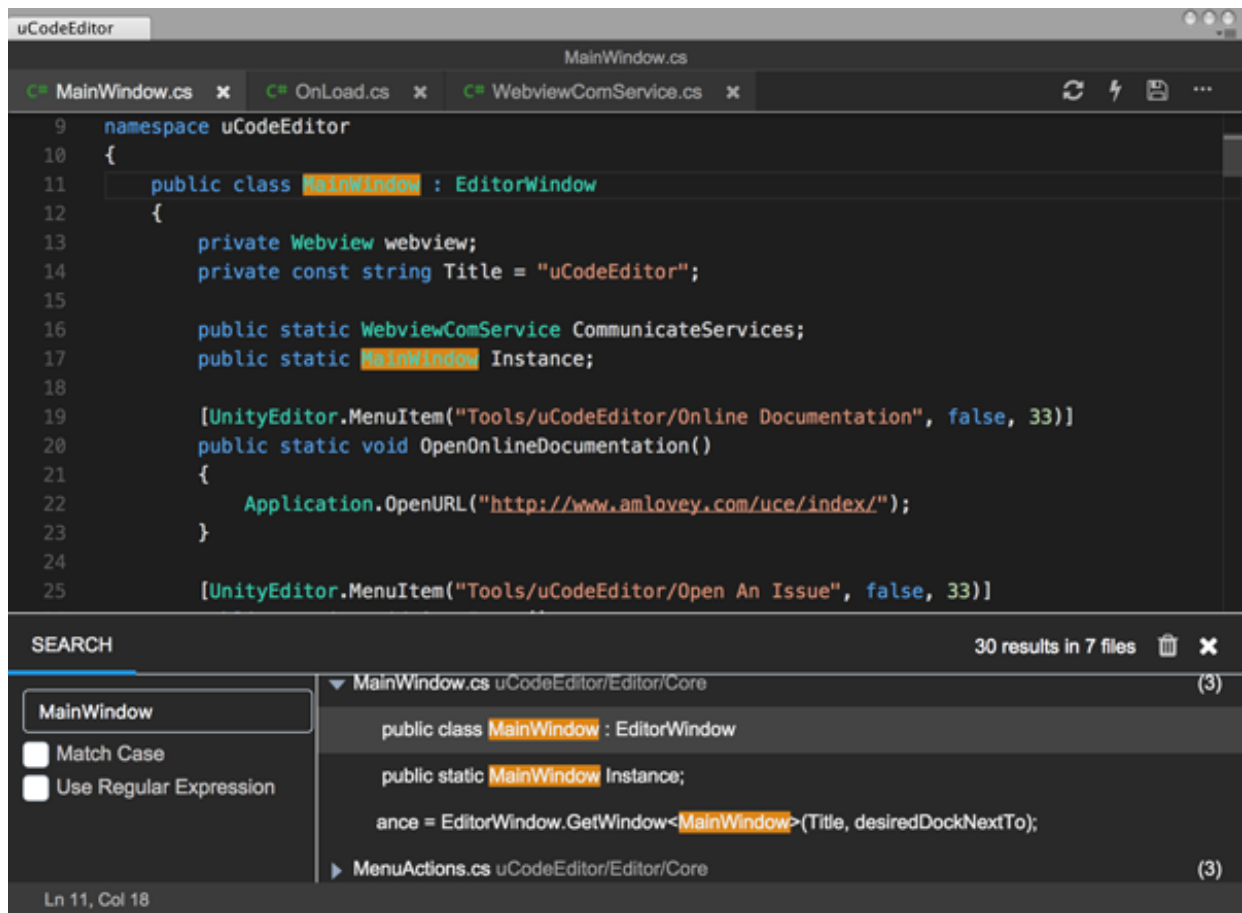
Customization

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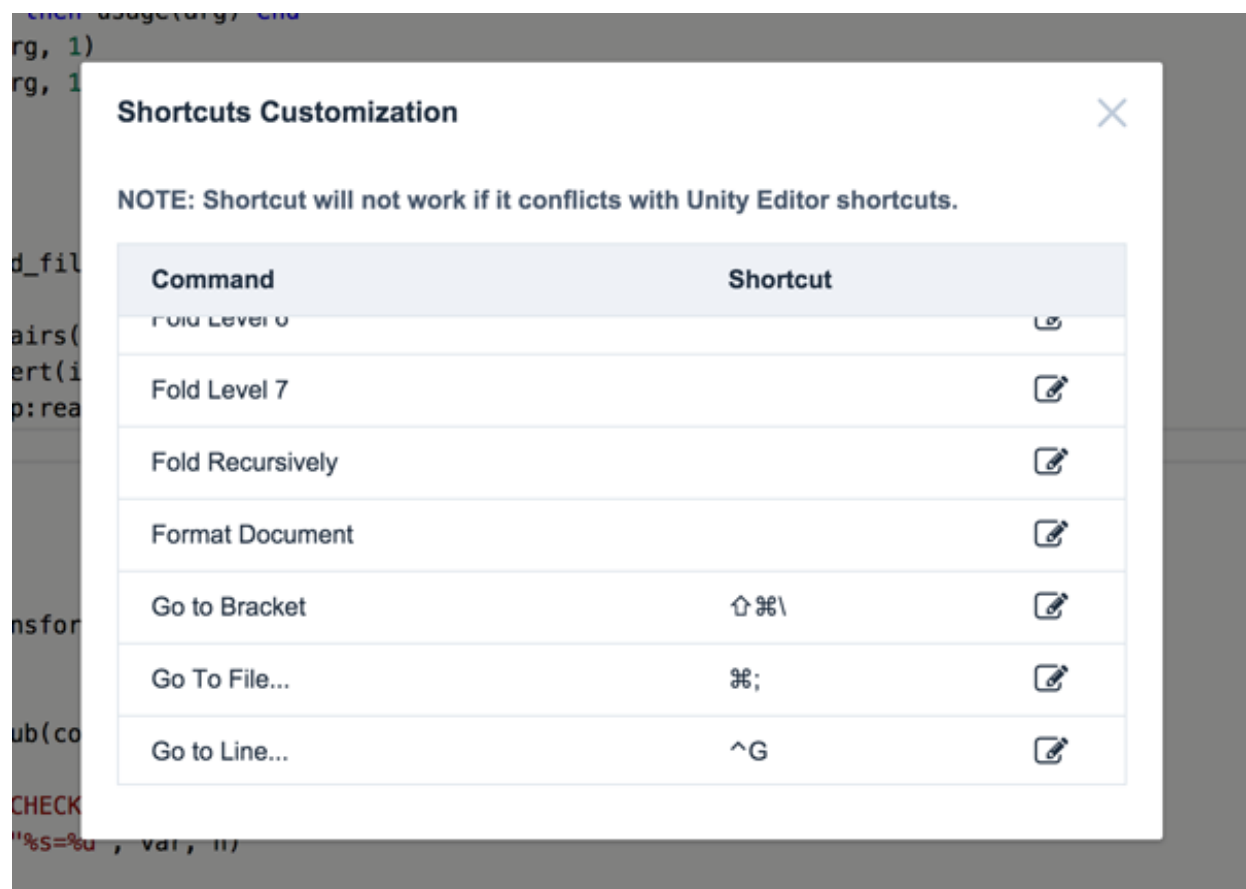
Tip: Press one of `SHIFT`, `ALT`, `CTRL` Key and then press `Enter` key will remove the shortcut for an action in shortcut editor dialog.

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.

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.