

# Overview

Smart NS v1.2.1

SmartNS is a simple editor extension that monitors the creation of C# scripts, and automatically adds a namespace to the scripts. The default behavior is for the namespace to mirror the physical path of the C# script within the unity project. For example, if you create a new script within a directory named 'Assets/Code/Enemies', SmartNS will add the declaration `namespace Assets.Code.Enemies { }` to the script, wrapping the content of the class.

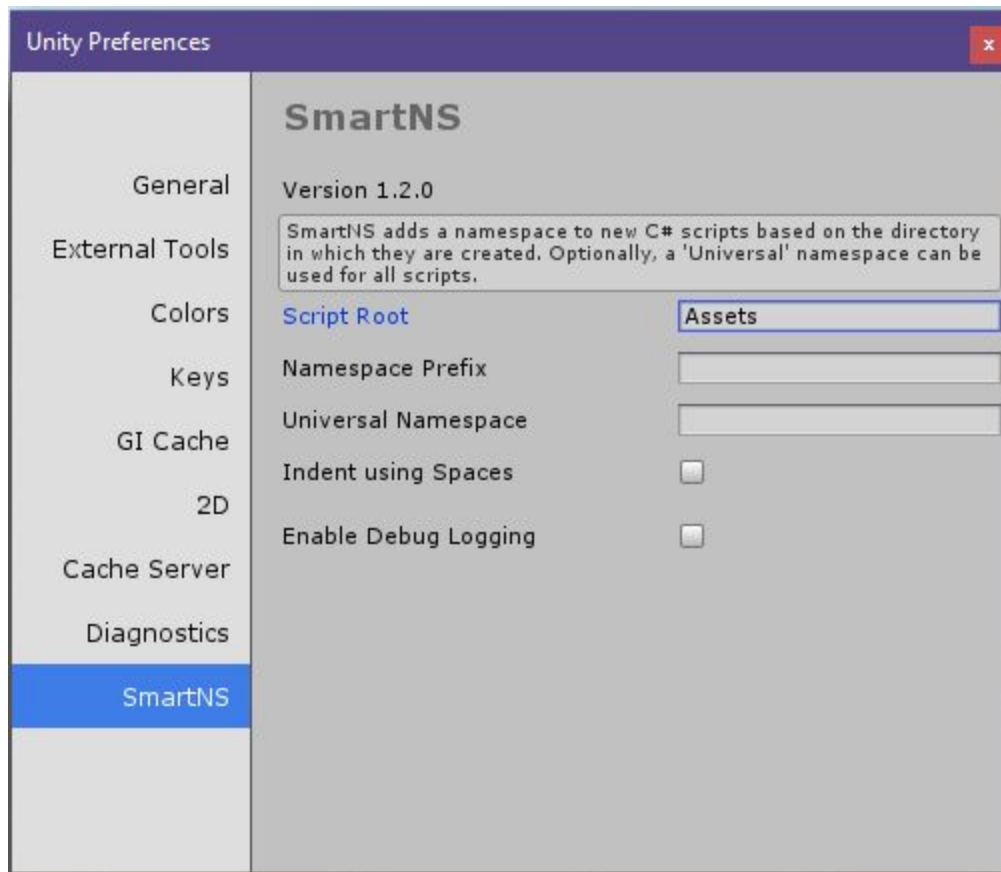
This behavior works whether you create a script via 'Create -> C# Script', or using other script creation methods, such as adding C# unit tests.

This package also adds a section to the the Unity Preferences menu to control optional behavior.

## Setup

In Unity, simply import the package via 'Assets -> Import Package -> Custom Package...', or install the package from the Asset Store.

# Options



After installing SmartNS, you can modify the behavior by adjust the preferences under `Edit -> Preferences...`. Those options are:

- **Script Root:** Whatever you enter here will be stripped from the namespace. Since many projects keep all of their assets under a folder named Assets, it's generally preferable for "Assets" not to be included in the namespaces. If you keep all scripts in a directory named "Assets/Code", you might want to set this Script Root value to "Assets.Code" to remove that from the namespaces.
- **Namespace Prefix:** This is a value that will be prepended to all created namespaces, for example to put your company name into the namespace. Note, however, that preferences are not project-specific, so this should be a value you want appearing under all projects.
- **Universal Namespace:** This overrides the "smart" directory-based namespace generation, and instead uses the entered namespace in all cases. For example, if you set this to "MyUniversalNamespace", then every script created will use that namespace.

- **Indent using Spaces:** The default behavior is to wrap the ``public class...`` declaration in the namespace declaration, and to indent all lines between the opening and closing braces using tabs. If this is checked, spaces will be used instead.
- **Enable Debug Logging:** This writes some log information to the console when scripts are created.