

Unity Coding Redefined

A seamless integraton with Visual Studio Code

REQUIREMENTS



INSTALLATION

GIT

The latest version can always be found on GitHub.

<https://github.com/dotBunny/VSCode>

Simply clone the repository and copy the **VSCode.cs** file to “**Plugins/Editor**” in your project. You can also clone the repository in its entirety into a folder in your project and it will work as well.

Unity Asset Store

If you are using the Unity Asset Store package, simply extract the package as normal and it will put the required file in an acceptable spot.

This version will not always be the latest version due to the submission approval process time.

OR

PREFERENCES

Enable Integration



Unity Preferences Window

By default the integration is disabled, you will need to go into the Unity Preferences and go to the newly created VSCode tab.

Simply check the “Enable Integration” option and you are ready to go.

Additional Options

Enable Integration

This will enable the automatic integration of Visual Studio Code with Unity.

Use Unity Debugger

This will override some settings to make Unity's own Debugger for Visual Studio Code work with the plugin.

Revert Script Editor On Unload

When the project unloads or Unity exits the external script editor will be set to what it was before the integration was enabled.

Output Messages To Console

When enabled, the plugin will output debug messages to the Unity console.

Always Write Launch File

When enabled, the plugin will always maintain the launch.json file for the project with Visual Studio Code. Every time you enter playmode it will update the file with the latest debug port settings.

Additional Buttons

Force Update

Check for updates to the plugin right now!

Install Unity Debugger

This will install the Unity debugger extension in Code for you. It's just that easy.

Write Workspace Settings

This will write out a default set of ignore statements to the Visual Studio Code workspace settings.

USAGE

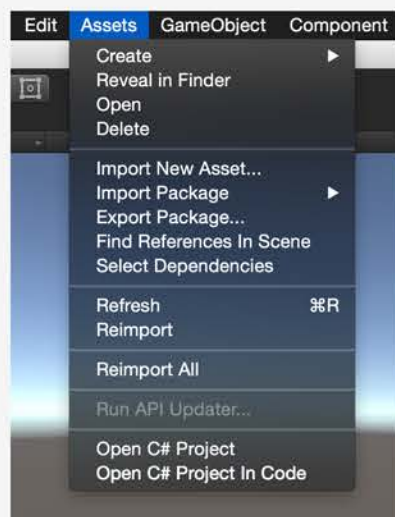
With the integration enabled, everything else should be automatically setup and handled for you.

Double clicking on a file in the project window will open it (and the project) inside of Visual Studio Code; this link is also extended to the console window as well.

There is one last little tid bit to note, if you want to do an “Open C# Project”, you need to use the newly added “**Open C# Project In Code**”. While using the other will still automatically update the project files to be compatible with Visual Studio Code, it will not open Visual Studio Code properly.

(I'm still working on a solution to this!)

Get Coding!



Unity Asset Menu