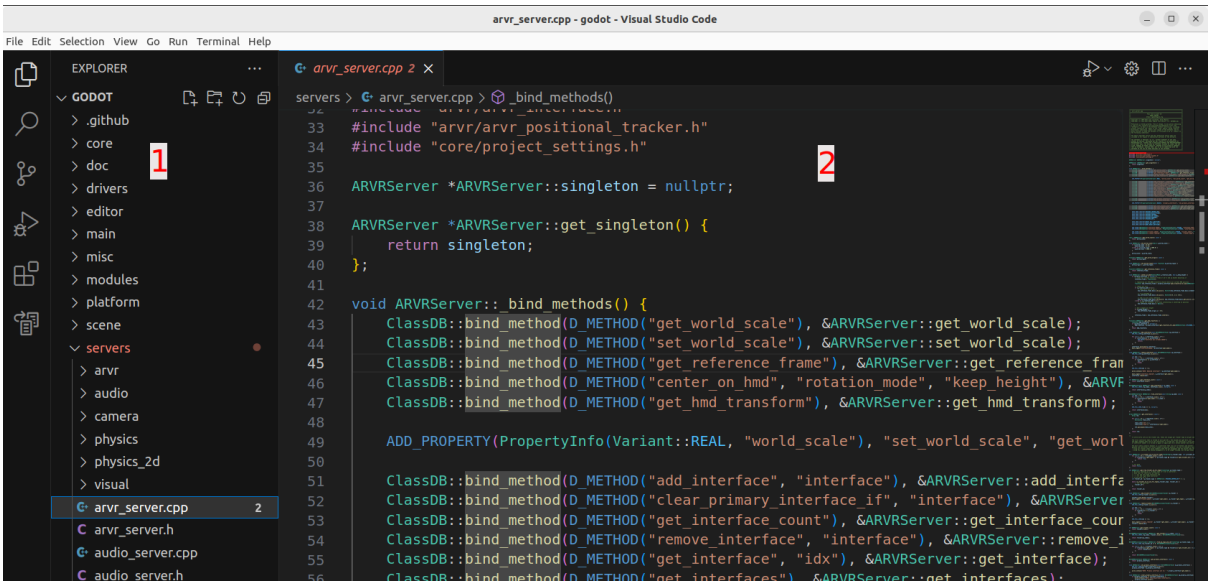
Visual Studio Code - How to Use

This document is a step-by-step guide on how to use each of the Visual Studio Code's functionalities you will need for this experiment. It should not take longer than 5 minutes to read. We recommend you read this document with Visual Studio Code open so you can read about the functionalities and try it out at the same time.

Overview

1. The list you see on the left side is called the Explorer. It shows you all folders and files in Godot's repository.
2. When you click a file on Explorer, its contents will be shown in the right-side area.



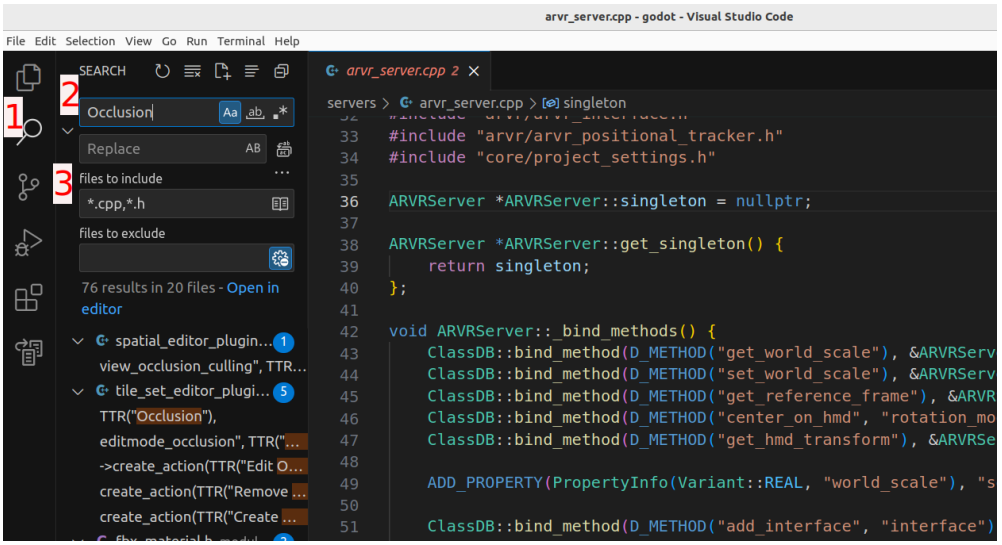
For this experiment, you will use three Visual Studio Code functionalities, which are described in detail in the following sections:

- **Search by Words on Files**
- **Search by Dependencies**
- **Search by File in Explorer**

If you would like to play around with the tool before starting, you can find some optional "warmup" exercises in Section 4.

Search by Words on Files

1. Press CTRL + SHIFT + F or click the magnifier button on the leftmost-side menu to open Search.
2. You can type the words you are searching for in the textbox on the top. The count and list of results will appear directly below the search box.
3. On the field “files to include”, you can write *.cpp to limit your search to CPP files only, *.h to limit your search to H files only, or add both separated by a comma.



Search by Dependencies

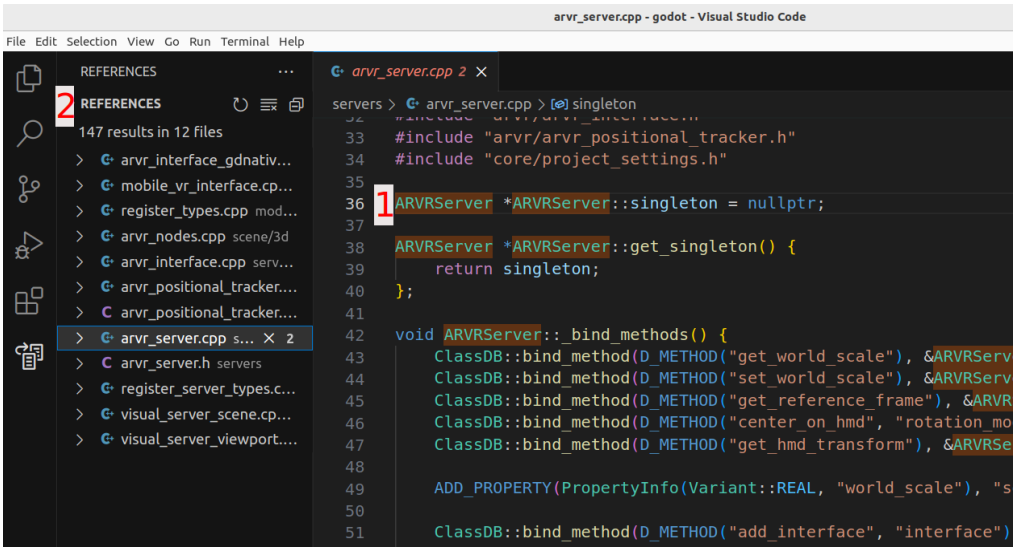
Files have dependencies, also called “includes” in the context of C++. You can use VS Code to analyse a file and tell what are its dependencies, and also what it depends on.

How to know what file X depends on?
Read the #include statements on the top of each file.

```
#include "arvr/arvr_positional_tracker.h"
#include "core/project_settings.h"
```

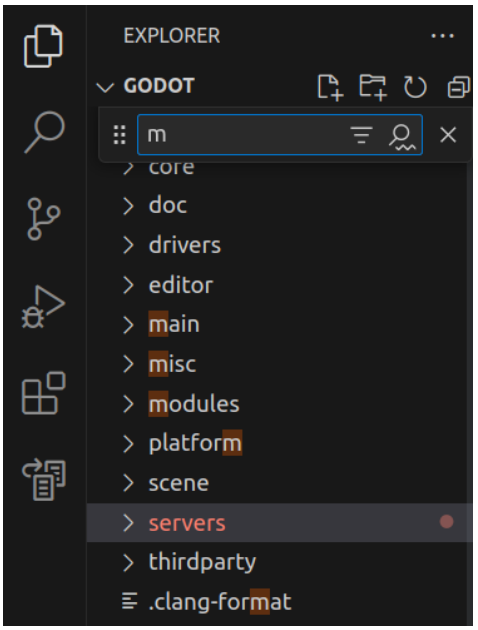
How to know what depends on file X?

1. Open the file you want to analyse. Left-click the class, method or attribute inside the file you want to search for.
2. Press ALT + SHIFT + F12 to open the “References” list on the left side. It will show you all references to the class, method or attribute you selected in the project. The count of references is also shown on top.



Search by File in Explorer

- Left-click any file in the Explorer, then press CTRL + F. A small text box will open on the top of the Explorer. You can type the name of a file/folder and it will be highlighted in the Explorer.
- However, bear in mind this will only search for the files/folders **currently visible** in the Explorer, so it does not search inside folders which are **not currently expanded**. This feature is useful when you open a folder and see a long list of files, but then you want to search for a naming pattern inside of that specific list.



Warmup exercises (optional)

1. Search for the word “Music” filtering by *.cpp and *.h files only. How many results do you get?
2. Go to file /drivers/gles3/rasterizer_storage_gles3.h. Can you find it?
3. In the file mentioned in question 2, search for all references of the class RasterizerCanvasGLES3. How many results do you get?

You can check the answers in the footnote at the bottom of the page.[1]

[1] **Answers:** 1) You get 50 results in 18 files. 2) Based on the provided path, you should be able to use the Explorer to go to the file. If you are having trouble finding it, you can also search for “rasterizer_storage_gles3.h” using the Search functionality. 3) You get 27 results in 5 files.