

Basic Code Editor

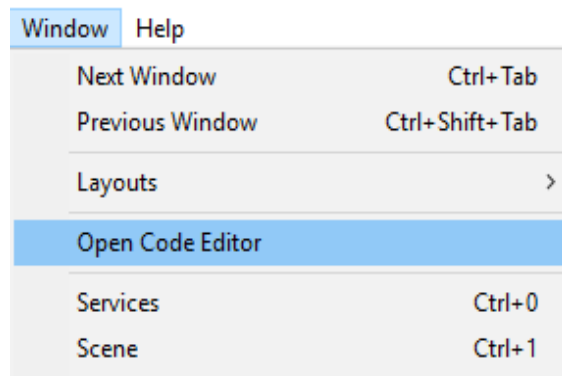
By Solution Studios

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Getting Started

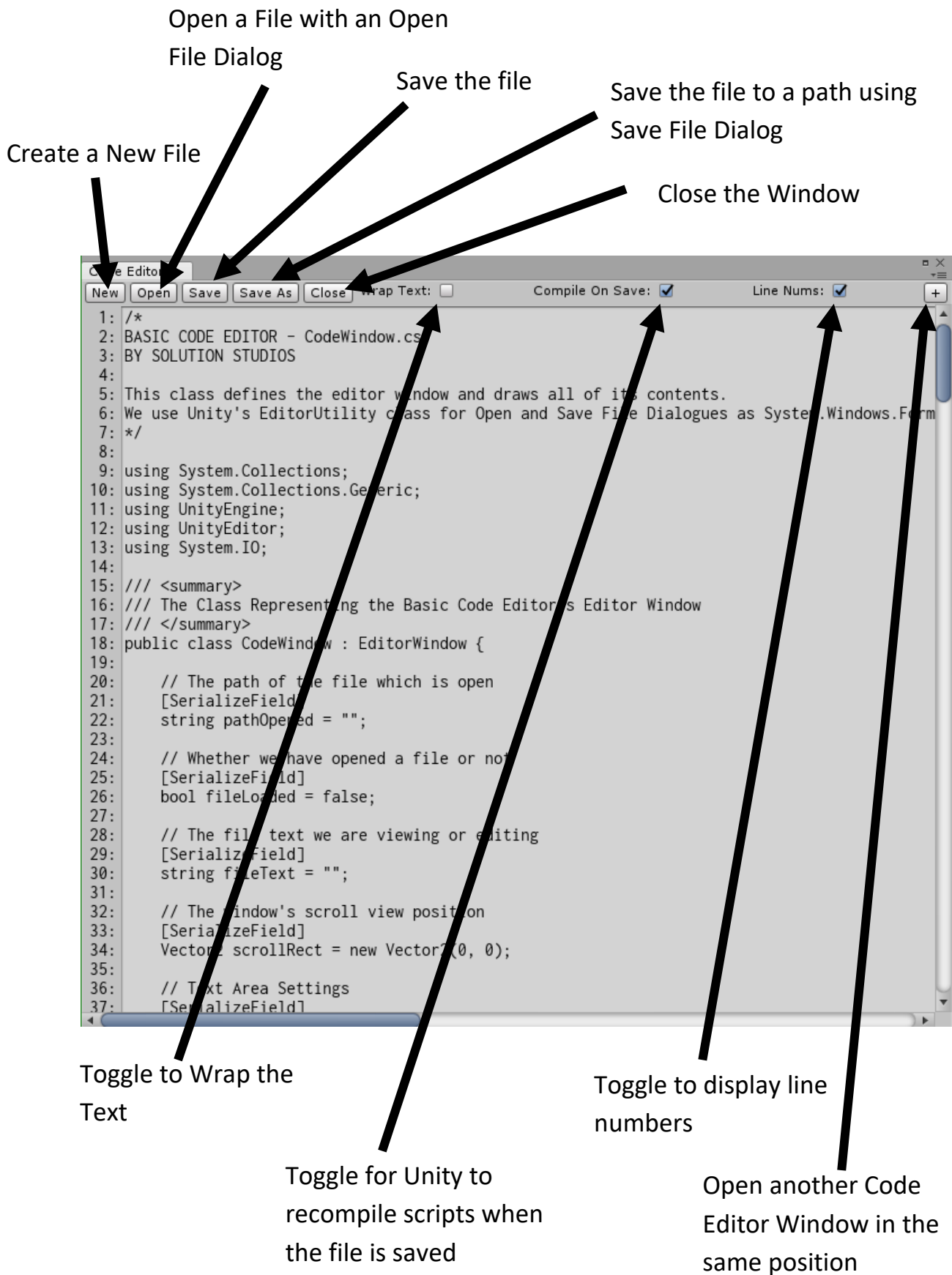
The easiest way to open the Basic Code Editor is by going to the Top Menu Bar and selecting Window > Open Code Editor.



Important: Due to limitations of the Unity Editor's Text Area, the editor is limited to 65,536 characters per file.

(This shouldn't cause too many problems as it is normally bad for organisation to have code files this big anyway)

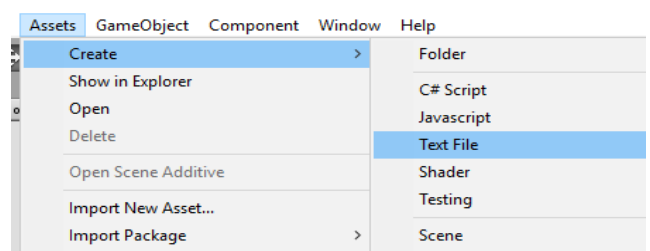
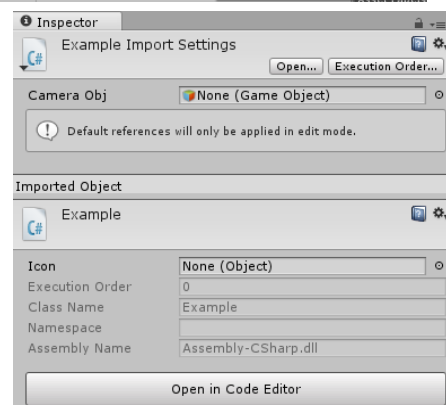
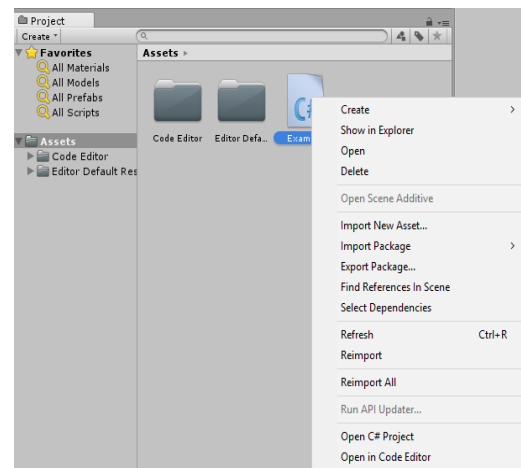
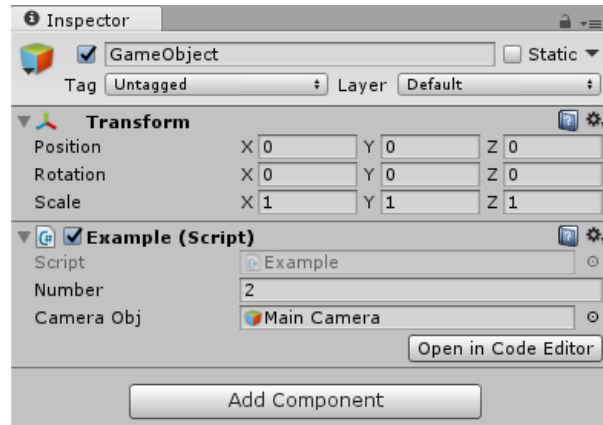
Interface Explained:



Shortcuts:

There are other methods of opening the window and creating text files which you may find more useful.

1. Select a GameObject in the Hierarchy. The Inspector Window will show its components. If the GameObject has a Component based on MonoBehaviour (i.e. a script) then there will be a button at the bottom of the script which says 'Open in Code Editor'
2. If you right click on a script file or text file in the project view there is a menu item at the bottom which says 'Open in Code Editor'
3. If you click on a script file or text file in the project view, the import settings will appear in the Inspector View. At the bottom of the Settings there will be a 'Open in Code Editor' button.
4. If you go right click on a file or folder in the project view, you can create an empty text file in that folder by going to the Create > Text File menu item. You can also do this in the top menu bar with Assets > Create > Text File.



Source Code

The source code for the asset is included and is good resource to use if you are new to coding Unity Editor Windows or would like to extend it.

You can find the source code in the folder: 'Assets/Code Editor/Editor'

The most important of these two scripts is **CodeWindow.cs** as it defines the editor window and draws all the elements in it. The other file, **CodeEditorMenuItems.cs** adds all of the shortcuts described above. If these shortcuts are causing problems in your project just delete the file to remove them.

Donations

If for some strange reason you want to give us money for this asset we are happy to take it. The easiest way to donate is to purchase one of our assets on the Asset Store or you can contact us at: solution_studios@outlook.com

If you tell us it is for this asset then we may invest more time into it in the future.