



by



v. 1.1.0

General information

uIntelliSense brings all the power of IntelliSense code hints to your Unity code.

While coding, have you ever forgot the exact meaning of some method parameter, or stumbled upon a method you've never used before? The only option was to start your browser, open the Scripting Reference, find the type, find the method, and only then you'd finally be able to get what you've searched. But isn't that *way* too much work when all you *really* have to do is just hover the cursor over the point of interest? And that is what *uIntelliSense* is about, providing useful hints for the Unity API — descriptions for types, variables, methods, method parameters etc.

Once you'll try it, you'll get used to it immediately. It is extremely helpful and time-saving, especially if you are a beginner who doesn't know the Unity API very well.

Unity versions 4.5.x and 4.6.x are supported (Unity 5 Beta support is experimental), both Windows and OS X Unity editors. Pro license is not required.

Usage

Using *uIntelliSense* is as simple as possible. Open the *uIntelliSense* dialog by calling

Tools → *Lost Polygon* → *uIntelliSense*

Then click the “Generate IntelliSense data” button and wait for the process to end (usually a minute or two).

You may get some error in the console if you are using Unity 5 Beta. This is normal and not a bug, it just means that Unity 5 Beta documentation is still incomplete.



If you are using Windows Vista or newer Windows, you may be prompted with a UAC rights request dialog. This is required because *uIntelliSense* has to create a few files inside your Unity installation. This can't harm neither your Unity installation nor your computer in any way — only a few .xml files containing the documentation data are created.

Restart your IDE when the process is finished. That's it! You should be able to see the code hints now.

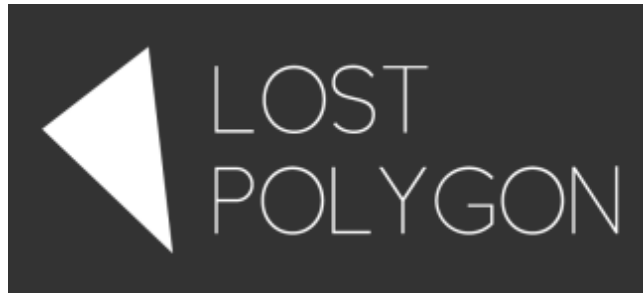
You can safely delete *uIntelliSense* directory from your project when the process is complete — hints are not tied to a specific project, they will be used automatically everywhere. The exception to this is if you are using Visual Studio Tools for Unity (also formerly known as UnityVS) — you'll have to leave *uIntelliSense* directory in your project because of a workaround required for correctly managing projects created by Visual Studio Tools for Unity.

Contact

For any questions about this plugin, feel free to contact me at:

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Version history

1.1.0:

- Added experimental Unity 5 Beta support (tested on Beta 14).

1.0.2:

- Fixed a rare issue when menu wasn't showing up after importing uIntelliSense into an existing project.

1.0.1:

- Fixed generator window being shown garbled on some machines.
- UnityVS compatibility wasn't actually working. This is fixed now.
- Fixed some minor parsing bugs.

1.0:

- Initial release.