

从零开始开发一款 属于你的 VS Code 插件



“VS Code 中文社区”公众号

韩骏

- 微软研发工程师 @ 开发平台事业部
- 《Visual Studio Code 权威指南》作者
- 20 多款 VS Code 插件作者
- “玩转VS Code”知乎专栏 & 微信公众号
- VS Code 中文社区创始人
- <https://github.com/formulahendry/955.WLB>
- 内推 70 人拿到微软 offer
- Speaker @ PyCon、JSConf、.NET Conf、Microsoft Tech Summit、Google Developer Group、COSCon ...



公众号“HJ说”

2019 年 11 月 30 日



VS Code Day

暨 VS Code 中文社区成立



<https://github.com/vscodecc/vscodecc/tree/master/meetups/20191130-VSCodeDay>














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活动

<https://github.com/vscodeecc/vscodeecc>

- | | |
|---------------------------------------------------------------------------------------|---------------------------|
|  | 20191130-VSCodeDay |
|  | 20200328-VSCodeWorkshop |
|  | 20200523-VSCodeJava |
|  | 20200619-VSCodePython |
|  | 20200718-VSCodeExtDev |
|  | 20200822-VSCodeBook |
|  | 20200924-VSCodeloT |
|  | 20201030-VSCodeQuickStart |
|  | 20201120-VSCodeExtDev |
|  | 20210725-VSCodeExtDev |
|  | 20210828-TeamsAppDev |

Announcing New Logo



日程

- 14:00 - 14:10 主持人开场
- 14:10 - 14:50 VS Code TreeView API 概览与进阶使用技巧
- 14:50 - 15:30 DevContainer 更快构建跨平台应用开发
- 15:30 - 15:40 茶歇，交流
- 15:40 - 16:20 为VS Code增加新的语言支持——从插件到协议
- 16:20 - 16:30 Q&A，抽奖，合影

Visual Studio Code TreeView API 概览与进阶使 用技巧

陈晟

```
mirror_mod = modifier_ob.  
Set mirror object to mirror.  
mirror_mod.mirror_object =  
operation == "MIRROR_X":  
mirror_mod.use_x = True  
mirror_mod.use_y = False  
mirror_mod.use_z = False  
operation == "MIRROR_Y":  
mirror_mod.use_x = False  
mirror_mod.use_y = True  
mirror_mod.use_z = False  
operation == "MIRROR_Z":  
mirror_mod.use_x = False  
mirror_mod.use_y = False  
mirror_mod.use_z = True  
  
selection at the end -add  
obj.select= 1  
obj.select=1  
context.scene.objects.active  
("Selected" + str(modifier_ob.  
mirror_ob.select = 0  
= bpy.context.selected_object  
data.objects[one.name].select  
  
print("please select exactly  
  
-- OPERATOR CLASSES --  
  
types.Operator):  
X mirror to the selected  
object.mirror_mirror_x"  
mirror X"  
  
context):  
context.active_object is not
```

关于我

- VS Code Java 团队成员
- Eclipse JDT.LS Committer
- VS Code LeetCode 插件作者
- 《玩转 VS Code》知乎专栏作者
- GitHub: jdneo



陈晨

Software Engineer

@ Microsoft

TreeDataProvider

```
/**  
 * A data provider that provides tree data  
 */  
export interface TreeDataProvider<T> {  
    getChildren(element?: T): T[];  
    getTreeItem(element: T): TreeItem;  
    ...  
}
```

TreeItem

```
export class TreeItem {  
    label?: string;                                id?: string;  
    iconPath?: ThemeIcon;                          description?: string;  
    resourceUri?: Uri;                             tooltip?: string;  
    command?: Command;                             contextValue?: string;  
    collapsibleState?: TreeItemCollapsibleState;  
    accessibilityInformation?: AccessibilityInformation;  
    constructor(label: string, collapsibleState?: TreeItemCollapsibleState);  
    constructor(resourceUri: Uri, collapsibleState?: TreeItemCollapsibleState);  
}
```

VS Code API 的两种模式

- **Pull 模式** – VS Code 向插件拉取数据
 - 通常接口被命名为 *Provider
 - 拉取的时机明确
- **Push 模式** – 插件向 VS Code 推送数据
 - 数据发生变化的时机不明确
 - 例如 DiagnosticCollection

在 package.json 中注册

```
"contributes": {  
  "views": {  
    "explorer": [  
      {  
        "id": "<Your Tree View ID>",  
        "name": "<Your Tree View Name>"  
      }  
    ]  
  }  
}
```


注册 TreeDataProvider

```
vscode.window.registerTreeDataProvider(  
    '<Your Tree View ID>',  
    new CustomizedTreeDataProvider()  
);
```

实战

<https://github.com/jdneo/tree-view-demo>

插件开发的学习资料

- VS Code 官网
 - <https://code.visualstudio.com/api>
- 插件样例
 - <https://github.com/microsoft/vscode-extension-samples>