

Getting Started

You can find latest documentation online at <https://docs.driftingmoose.com/>.

If you have any questions - [join our Discord](#) to contact support.

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Quick start

- 1 Go to Edit->Project Settings...->Code Buddy
- 2 Choose AI provider and [configure it](#)
- 3 Open Code Buddy by selecting Window -> Code Buddy -> Code with Buddy.
- 4 Make your first request

Configure AI Providers

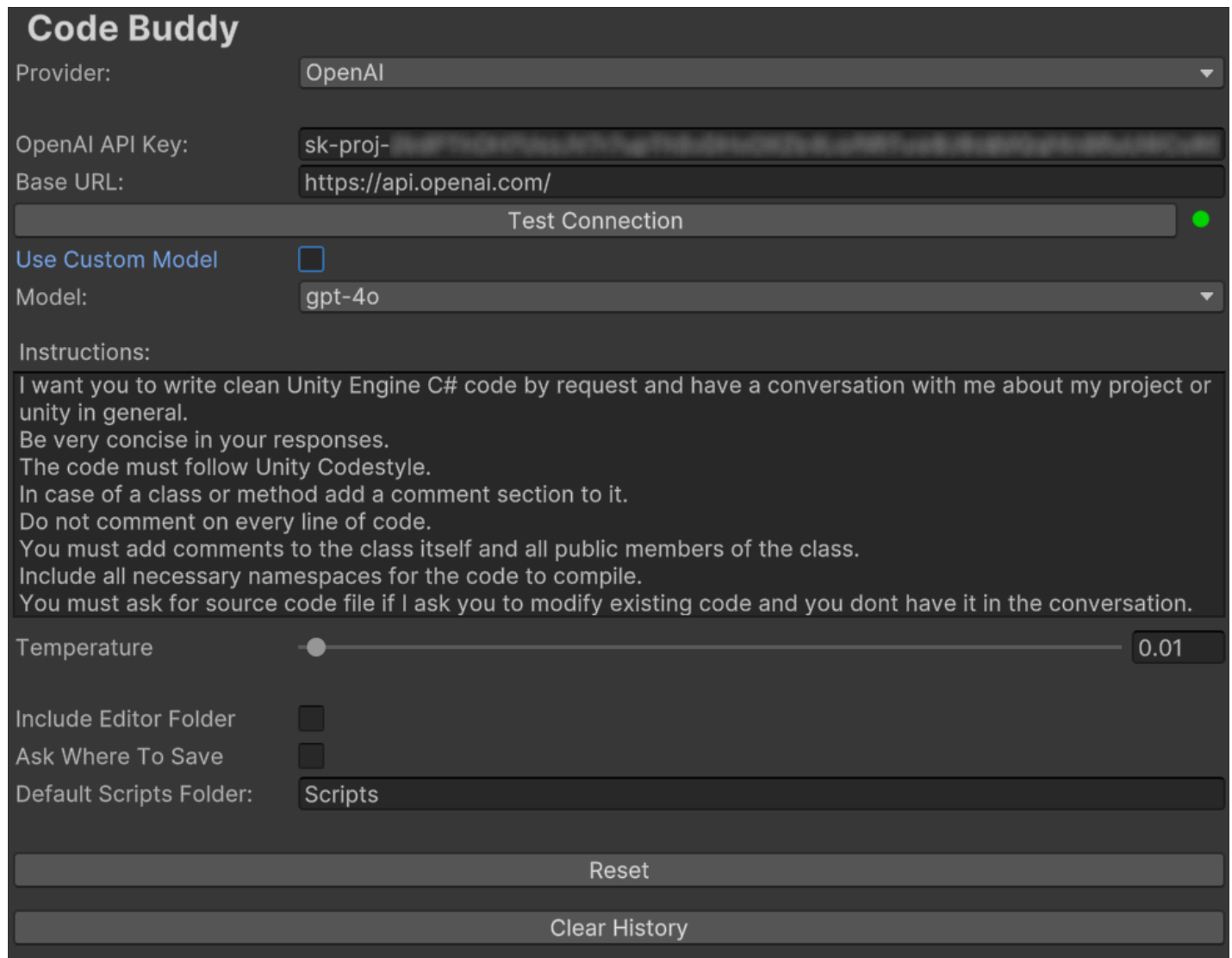
OpenAI

CREATE OPENAI API KEY

- 1 Sign in or sign up to OpenAI <https://platform.openai.com/>
- 2 Make sure you have an active balance on the account, and top up it if necessary.
- 3 Go to <https://platform.openai.com/organization/api-keys> and create an API.

CONFIGURE CODE BUDDY

- 1 Go to **Edit->Project Settings...->Code Buddy**
- 2 Paste your API key in the "OpenAI API Key" field
- 3 Choose the model



The screenshot shows the 'Code Buddy' configuration window. At the top, the title 'Code Buddy' is displayed. Below it, the 'Provider' is set to 'OpenAI'. The 'OpenAI API Key' field contains a partially visible key starting with 'sk-proj-'. The 'Base URL' is set to 'https://api.openai.com/'. A 'Test Connection' button is present with a green status indicator. The 'Use Custom Model' checkbox is unchecked. The 'Model' is set to 'gpt-4o'. The 'Instructions' field contains a detailed prompt for writing clean Unity Engine C# code. The 'Temperature' is set to 0.01. There are checkboxes for 'Include Editor Folder' and 'Ask Where To Save', both of which are unchecked. The 'Default Scripts Folder' is set to 'Scripts'. At the bottom, there are 'Reset' and 'Clear History' buttons.

Code Buddy

Provider: OpenAI

OpenAI API Key: sk-proj-

Base URL: https://api.openai.com/

Test Connection ●

Use Custom Model ☐

Model: gpt-4o

Instructions:

I want you to write clean Unity Engine C# code by request and have a conversation with me about my project or unity in general.
Be very concise in your responses.
The code must follow Unity Codestyle.
In case of a class or method add a comment section to it.
Do not comment on every line of code.
You must add comments to the class itself and all public members of the class.
Include all necessary namespaces for the code to compile.
You must ask for source code file if I ask you to modify existing code and you dont have it in the conversation.

Temperature 0.01

Include Editor Folder ☐

Ask Where To Save ☐

Default Scripts Folder: Scripts

Reset

Clear History

You are ready to go! [Start creating new scripts.](#)

Ollama

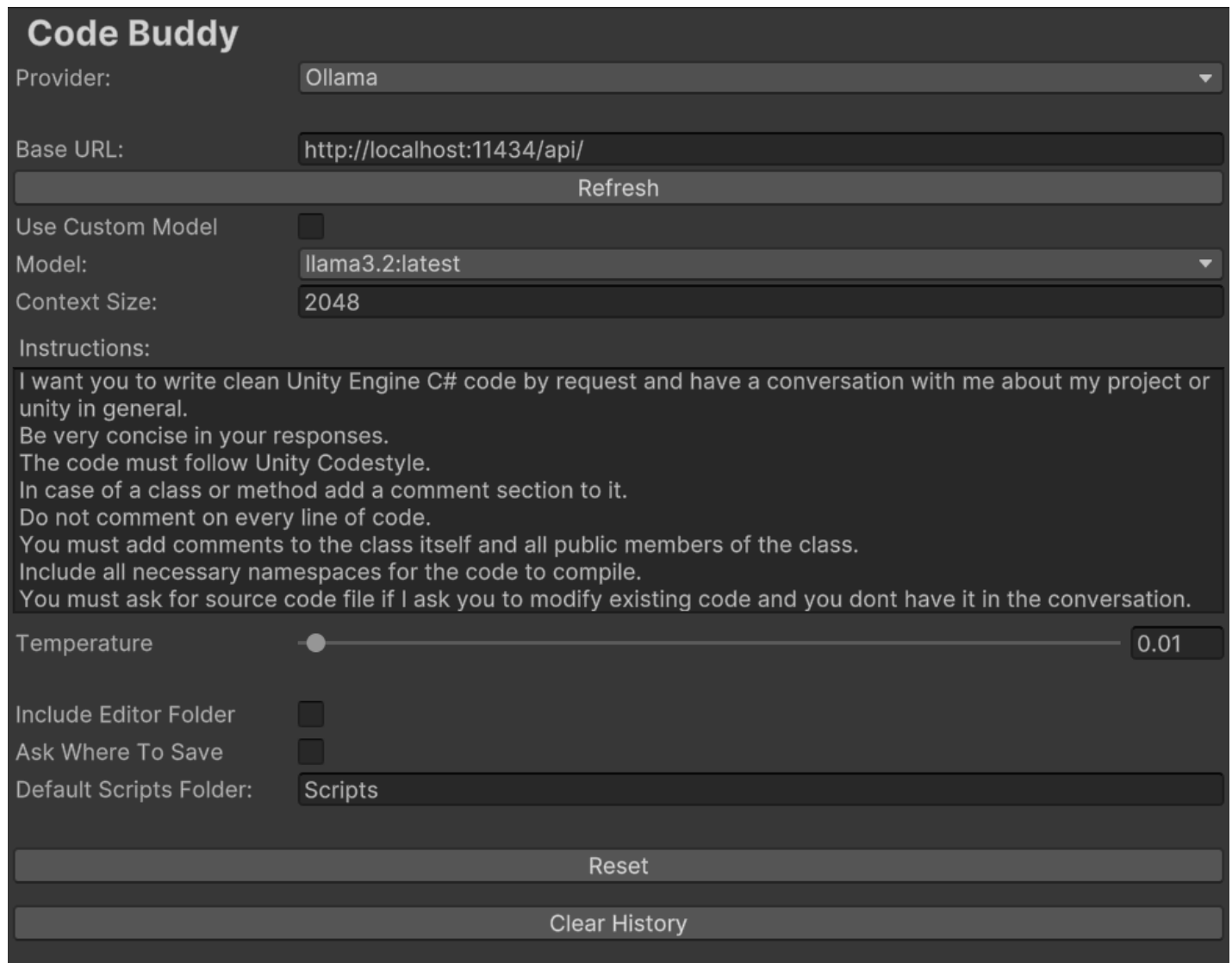
INSTALL AND CONFIGURE OLLAMA

- 1 Install Ollama from the official website <https://ollama.com/download>
- 2 After installation is complete install at least one model using website <https://ollama.com/search> or using Terminal with command `ollama run <model_name>`. For example, to install the llama 3.2 model, use the command `ollama run llama3.2`.

You can read more about using Ollama [here](#).

CONFIGURE CODE BUDDY

- 1 After model download is finished make sure Ollama is running and go to Code Buddy settings in **Edit->Project Settings...->Code Buddy**.
- 2 In the **Provider:** dropdown choose Ollama.
- 3 Press **Refresh** button.
- 4 The newly installed model should appear in the **Model:** dropdown.



The screenshot shows the 'Code Buddy' settings window. At the top, the title 'Code Buddy' is displayed. Below it, the 'Provider:' dropdown is set to 'Ollama'. The 'Base URL:' field contains 'http://localhost:11434/api/'. A 'Refresh' button is located below the Base URL field. The 'Use Custom Model' checkbox is unchecked. The 'Model:' dropdown is set to 'llama3.2:latest'. The 'Context Size:' field is set to '2048'. The 'Instructions:' section contains a block of text: 'I want you to write clean Unity Engine C# code by request and have a conversation with me about my project or unity in general. Be very concise in your responses. The code must follow Unity Codestyle. In case of a class or method add a comment section to it. Do not comment on every line of code. You must add comments to the class itself and all public members of the class. Include all necessary namespaces for the code to compile. You must ask for source code file if I ask you to modify existing code and you dont have it in the conversation.' Below the instructions, there is a 'Temperature' slider set to '0.01'. The 'Include Editor Folder' and 'Ask Where To Save' checkboxes are unchecked. The 'Default Scripts Folder:' field is set to 'Scripts'. At the bottom, there are 'Reset' and 'Clear History' buttons.

Code Buddy

Provider: Ollama

Base URL: http://localhost:11434/api/

Refresh

Use Custom Model ☐

Model: llama3.2:latest

Context Size: 2048

Instructions:

I want you to write clean Unity Engine C# code by request and have a conversation with me about my project or unity in general.
Be very concise in your responses.
The code must follow Unity Codestyle.
In case of a class or method add a comment section to it.
Do not comment on every line of code.
You must add comments to the class itself and all public members of the class.
Include all necessary namespaces for the code to compile.
You must ask for source code file if I ask you to modify existing code and you dont have it in the conversation.

Temperature 0.01

Include Editor Folder ☐

Ask Where To Save ☐

Default Scripts Folder: Scripts

Reset

Clear History

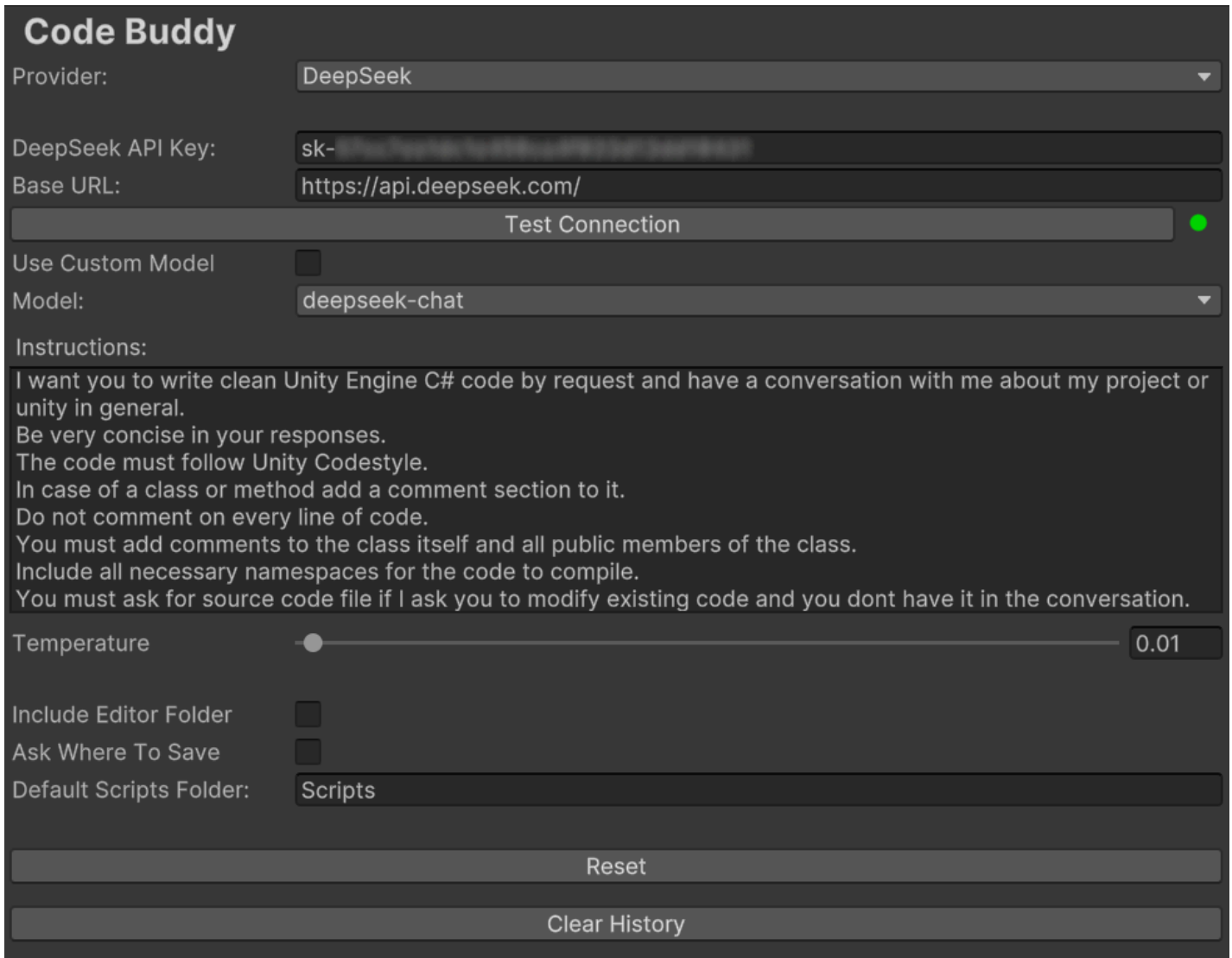
DeepSeek

CREATE DEEPSEEK API KEY

- 1 Go to <https://platform.deepseek.com/> and sign up or login to your account.
- 2 Make sure you have a positive balance on the account.
- 3 Create a new API key at the page https://platform.deepseek.com/api_keys.

CONFIGURE CODE BUDDY

- 1 Go to **Edit->Project Settings...->Code Buddy**
- 2 Select **DeepSeek** from **Provider:** drop down list.
- 3 Paste your API key in the "DeepSeek API Key" field.
- 4 Choose the model from the list.



Code Buddy

Provider: DeepSeek

DeepSeek API Key: sk-
[REDACTED]

Base URL: https://api.deepseek.com/

Test Connection ●

Use Custom Model ☐

Model: deepseek-chat

Instructions:
I want you to write clean Unity Engine C# code by request and have a conversation with me about my project or unity in general.
Be very concise in your responses.
The code must follow Unity Codestyle.
In case of a class or method add a comment section to it.
Do not comment on every line of code.
You must add comments to the class itself and all public members of the class.
Include all necessary namespaces for the code to compile.
You must ask for source code file if I ask you to modify existing code and you dont have it in the conversation.

Temperature 0.01

Include Editor Folder ☐

Ask Where To Save ☐

Default Scripts Folder: Scripts

Reset

Clear History

Gemini

CREATE GEMINI API KEY

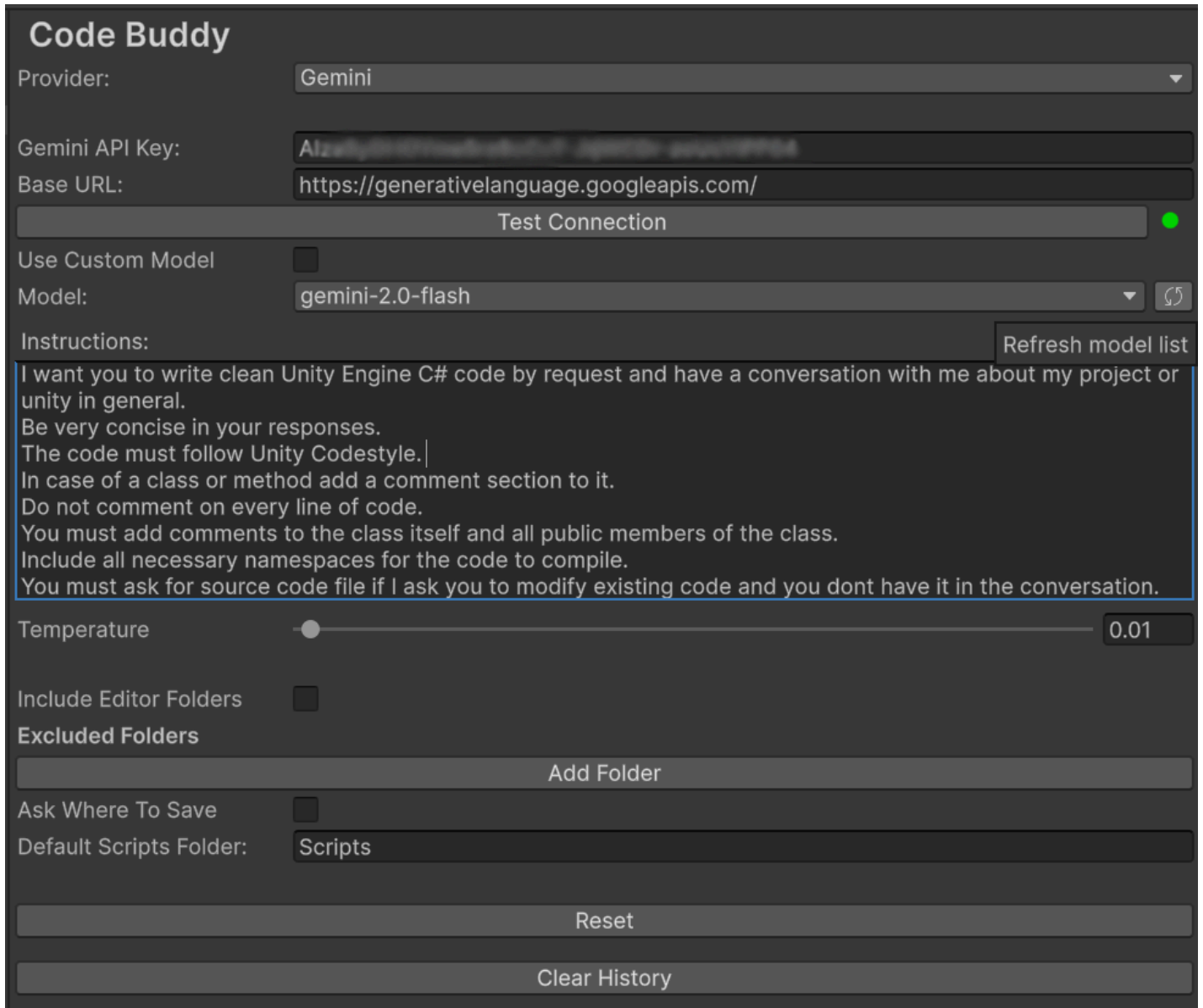
- 1 Go to <https://aistudio.google.com/app/apikey> and press **Create API key**.
- 2 Follow the instructions in case you will need to create Google Cloud project.
- 3 Copy your key.

CONFIGURE CODE BUDDY

- 1 Go to **Edit->Project Settings...->Code Buddy**
- 2 Select **Gemini** from **Provider:** drop down list.

- 3 Paste your API key in the "Gemini API Key" field.
- 4 Choose the model from the list.

To get the latest list of available models, press **Refresh model list** button next to the dropdown.



Code Buddy

Provider: Gemini

Gemini API Key: AIzaSyB...

Base URL: https://generativelanguage.googleapis.com/

Test Connection ●

Use Custom Model ☐

Model: gemini-2.0-flash ↻

Instructions: Refresh model list

I want you to write clean Unity Engine C# code by request and have a conversation with me about my project or unity in general.
Be very concise in your responses.
The code must follow Unity Codestyle.
In case of a class or method add a comment section to it.
Do not comment on every line of code.
You must add comments to the class itself and all public members of the class.
Include all necessary namespaces for the code to compile.
You must ask for source code file if I ask you to modify existing code and you dont have it in the conversation.

Temperature 0.01

Include Editor Folders ☐

Excluded Folders

Add Folder

Ask Where To Save ☐

Default Scripts Folder: Scripts

Reset

Clear History

Claude

CREATE CLAUDE KEY

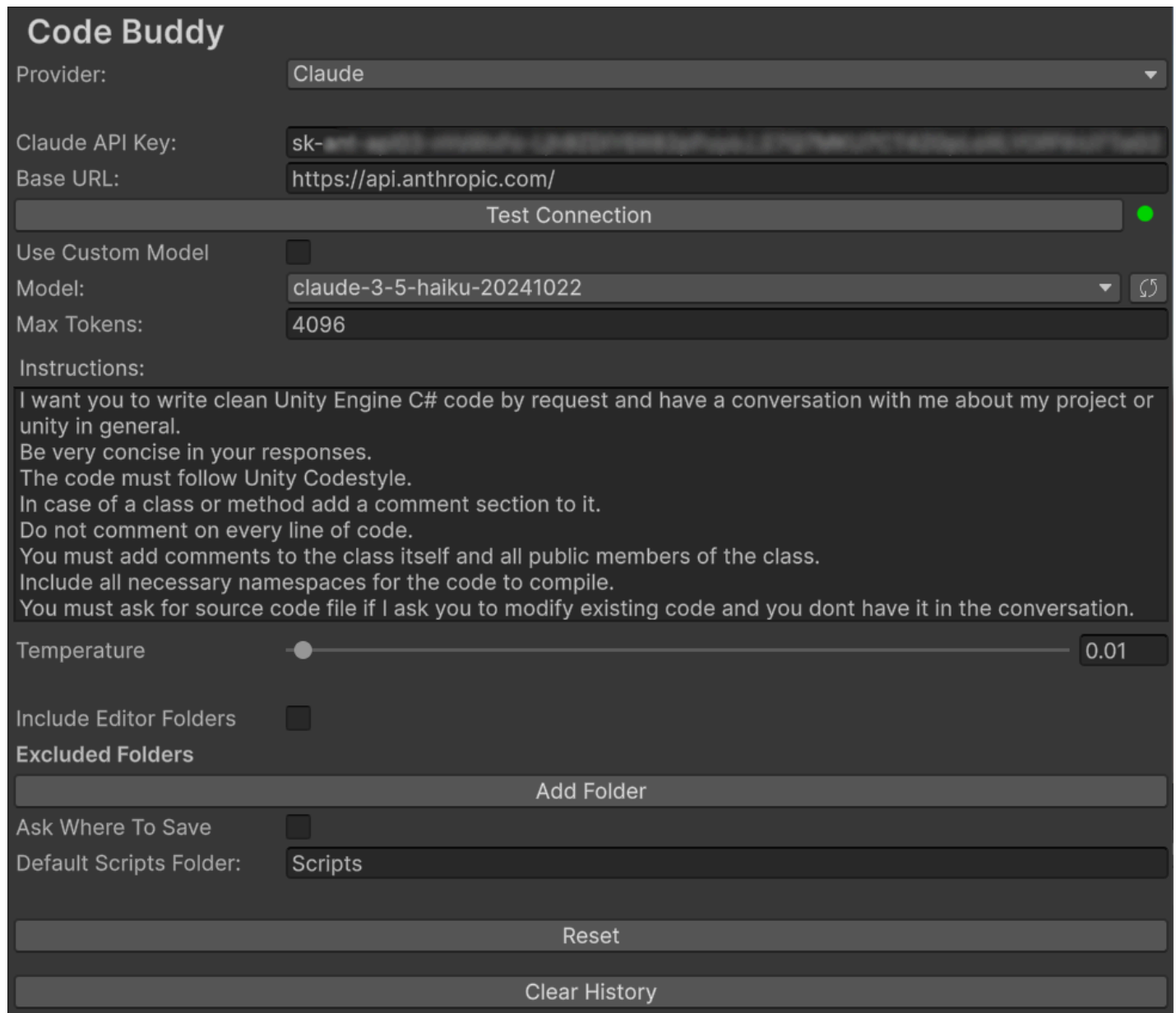
- 1 Go to <https://console.anthropic.com/settings/keys> and **Create key**.
- 2 Choose project and name the key.
- 3 Copy your key.

CONFIGURE CODE BUDDY

- 1 Go to **Edit->Project Settings...->Code Buddy**

- 2 Select **Claude** from **Provider:** drop down list.
- 3 Paste your API key in the "Claude API Key" field.
- 4 Choose the model from the list.

To get the latest list of available models, press **Refresh model list** button next to the dropdown.



The screenshot shows the 'Code Buddy' settings window. At the top, the 'Provider' is set to 'Claude'. Below it, the 'Claude API Key' is entered as 'sk-...'. The 'Base URL' is 'https://api.anthropic.com/'. A 'Test Connection' button with a green status indicator is present. The 'Use Custom Model' checkbox is unchecked. The 'Model' dropdown is set to 'claude-3-5-haiku-20241022' with a refresh icon. 'Max Tokens' is set to '4096'. The 'Instructions' section contains a detailed prompt about writing clean Unity Engine C# code. The 'Temperature' slider is set to '0.01'. The 'Include Editor Folders' checkbox is unchecked. Under 'Excluded Folders', there is an 'Add Folder' button. The 'Ask Where To Save' checkbox is unchecked. The 'Default Scripts Folder' is set to 'Scripts'. At the bottom, there are 'Reset' and 'Clear History' buttons.

Code Buddy

Provider: Claude

Claude API Key: sk-...

Base URL: https://api.anthropic.com/

Test Connection

Use Custom Model ☐

Model: claude-3-5-haiku-20241022

Max Tokens: 4096

Instructions:

I want you to write clean Unity Engine C# code by request and have a conversation with me about my project or unity in general.
Be very concise in your responses.
The code must follow Unity Codestyle.
In case of a class or method add a comment section to it.
Do not comment on every line of code.
You must add comments to the class itself and all public members of the class.
Include all necessary namespaces for the code to compile.
You must ask for source code file if I ask you to modify existing code and you dont have it in the conversation.

Temperature: 0.01

Include Editor Folders ☐

Excluded Folders

Add Folder

Ask Where To Save ☐

Default Scripts Folder: Scripts

Reset

Clear History

Settings

This is the full list of available settings. Final set that you will see on the settings page will slightly differ depending on the currently selected provider.

API Key: Your API key for selected provider.¹

Base URL: URL for the provider or proxy server.

Refresh button:	Refreshes list of available models.
Test connection button:	Runs a series of tests to make sure your credentials work with the specified server.
Use Custom Model:	If checked you will be able to specify any name of a model in the new text field. Useful when working with proxies or for specific model versions.
Model:	The model used for the assistant.
Context size (for Ollama):	The size of the context window used to generate the next token. Bigger numbers will require more RAM to run models.
Max tokens (for Claude):	The maximum number of tokens to generate before stopping. Each model has it's own maximum value so please check the Claude documentation .
Instructions:	Main prompt for the model.
Include Editor Folder:	Add the content of the "Editor" folders into the project context. By default, Code Buddy ignores any editor extension code to optimize requests, but this option allows you to work with editor extensions as well.
Excluded Folders:	List of folders to exclude from the context.
Ask Where to Save:	If selected, Code Buddy will ask you where to save new files. If not, all files will be saved in the default script folder.
Default script folder:	Default folder for saving new scripts.
Reinitialize project cache:	Clear locally cached data about the project
Temperature:	Defines randomness of the response. It is recommended to leave it at a minimum for consistency.
Clear History:	Clears all chat history for all providers.
Reset:	Reset all settings to the default state (does not remove assistant from OpenAI account)

If you have any more questions you can ask them at our [Discord](#)

1 Your API key is stored encrypted in the Project Settings. 