

MonoDevelop.Unity

Want to help improve MonoDevelop? Fill out their survey! NOW!

This originally was an internal modification of [MonoDevelop](#) to help bridge some gaps with it and developing with Unity. Originally it was called UnityDevelop as some people have seen in the repository. This was the original name, which was changed once we remembered that the good guys over at [Flashbang Studios](#) had named their [FlashDevelop](#) modification [UnityDevelop](#). The rest is history ...

This Add-in simply adds some Unity related functionality to MonoDevelop, it is our intention to continue adding to it as we come up with things that we would like to see, as well as have the community contribute to it as well. As such we have released it like the rest of MonoDevelop as an Open Source project under the MIT/X11 license.

If you are not really interested in all that and just want the Add-in, just check out the [Installation](#) section and that will be that ... but if you are the adventuresome type that wants to improve things for the greater good ...

Source Code

We have put the source code to the project on [GitHub](#) for the world to see the mess we have created.

You will need Git to be able to utilize the below information ... we leave that to you to figure out (I mean look at the installation section we really went all out on that, no more help!)

<git://github.com/dotBunny/MonoDevelop.Unity.git>

Additionally we have created a public bug tracker for this project as well, which can be found at <http://bugs.dotbunny.com/>

Contributions

We haven't exactly figured out how we are going to handle merges and patches but it will probably be done through Github's pull request system. We have left the MonoDevelop repo on our servers for now, until maybe we talk the nice folks over at MonoDevelop to let us push the Add-in into their repo.

Oh and yes there is a forum post about all this ... <http://forum.unity3d.com/viewtopic.php?p=175872>

