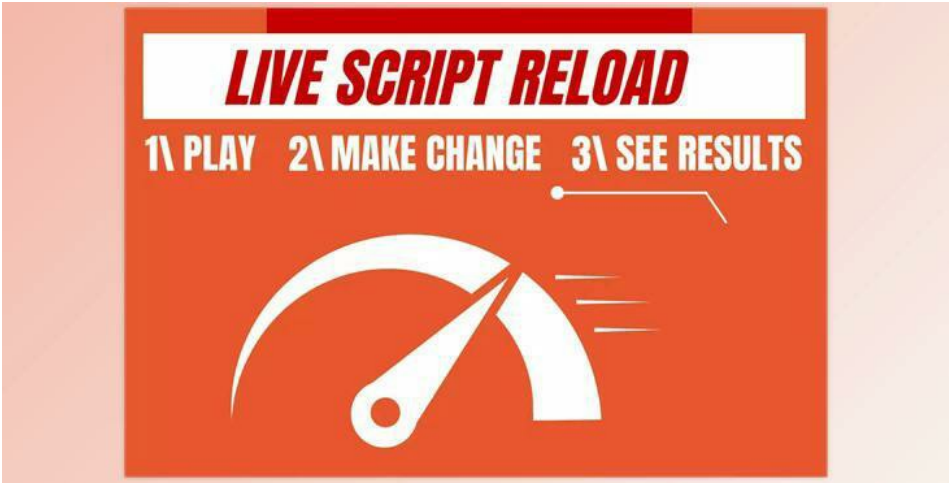# Unity asset - Live Script Reload on device Hot-Reload v1.3

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Unity asset - Live Script Reload on device Hot-Reload v1.3:

Accelerate your development process with lightning-speed iteration directly on your device. No more waiting for tedious domain reloads or script compilations every time you make a minor code tweak. With our cutting-edge tool, you can effortlessly iterate on your project without disrupting your play session. Whether you're fine-tuning your Unity project in the Editor or testing it on a deployed Android APK, our solution has you covered.

Introducing Fast Script Reload, a standalone extension designed to turbocharge your development workflow. With just a simple import and setup process, you can seamlessly integrate our tool into your project and start seeing immediate results.

Here's how it works:

- **Import**: Add Fast Script Reload to your Unity project effortlessly.
- **Create Build**: Prepare your project for deployment, ensuring compatibility with the Universal Render Pipeline (URP) or the High Definition Render Pipeline (HDRP) for optimized graphics.
- **Play Build and Editor**: Start your play session within the Unity Editor or on your device.
- **Make Code Changes**: Tweak your code directly in your preferred code editor without fear of disrupting your play session.
- **See Results**: Witness your changes come to life in real-time, seamlessly integrated into your ongoing play session.

It's that simple. No more waiting, no more interruptions—just uninterrupted creativity and rapid iteration.

- **Selective Compilation**: Our tool intelligently compiles only the changes you've made, allowing for lightning-fast iteration without restarting your application.
- **On-Device Hot Reload**: Enjoy the convenience of making code changes directly on your device, whether it's an already running .exe or a deployed Android APK.
- **Editor Compatibility**: Works seamlessly with any code editor, ensuring compatibility with your preferred development environment.
- **Asset Standalone**: Fast Script Reload is a standalone extension, requiring only a single import to get started.
- **Compatibility**: Compatible with both the Unity Editor and deployed builds, ensuring a smooth transition between development and testing phases.

Limitations and Workarounds:

While Fast Script Reload offers unparalleled speed and convenience, it's essential to keep a few limitations in mind:

- **Generics**: Generic methods and classes won't be hot-reloaded. Consider moving code to non-generic classes/methods to work around this limitation.
- **New Methods**: Hot-reload for new methods only works with private methods (those called by changed code).
- **Adding New Fields**: You can add new fields and tweak them in the editor, but there are minor limitations regarding their usage in runtime and build/device propagation.
- **Nested Classes/Structs**: Extensive use of nested classes/structs may result in more compilation errors.
- **Mac Silicon Editor Version**: Mac Silicon Editor version is not supported; only Intel Editor versions are compatible.
- **IL2CPP Support**: IL2CPP builds are not supported; consider building your APK with the Mono backend for compatibility.

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