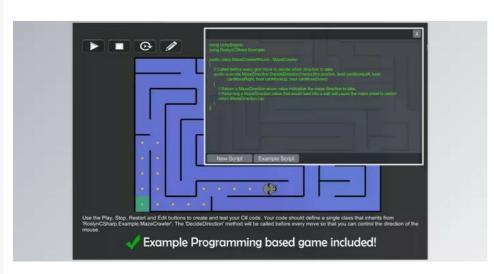# Unity Asset - Roslyn C# - Runtime Compiler v1.8.1

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Unity Asset - Roslyn C# - Runtime Compiler facilitates the runtime loading of assemblies and C# scripts using the Roslyn compiler, simplifying the addition of modding support and in-game programming to projects.

How does it simplify projects by adding in-game modding and programming support?

You can use "Unity Asset - Roslyn C# - Runtime Compiler" to design your project.

It incorporates code security verification to enforce restrictions on loaded code, ensuring safer execution of third-party code. A featured programming-based game allows players to navigate a maze by writing decision-making code. Key features include runtime compilation and execution of C# scripts, leveraging the latest C# features, fast execution, easy modding support, detailed code security reports, a user-friendly API for reflection, script proxies for communication, automatic type construction, and cached member tables for quick reflection. The package includes organized and commented source code, comprehensive documentation, and supports PC, Mac, and Linux platforms, with potential for compatibility on other platforms.

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