Hot Reload for Unity

Helpful links

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[Full online documentation](#)

[Changelog](#)

[Git repository](#)

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Edit any function

With Hot Reload for Unity you can edit any C# function and get immediate updates in your game. Changes apply without requiring a domain reload. This means the game keeps running, just like you'd expect.

If you have the C# code, Hot Reload can patch it instantly. Works with any text editor.

Fast, even on large projects

No matter your project size, changes apply in milliseconds. Our custom C# compiler integration only compiles code that changed.

Reload on-device

Hot Reload also supports editing development builds while they're running. Easily diagnose and fix those pesky bugs that only happen on-device. More detailed information is available in our [online documentation](#).