

# UniNotes

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Documentation Version: 1.2

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## Description:

UniNotes is a system that makes project management or project organization easier since it allows you to add visual notes to your entire project. The notes are fully customizable and can be attached to a GameObject, Scripts, Hierarchy and more. This package has 2 system dependencies that are included: Project Prefs and IniParser. While IniParser is included as a dll, you can get the source code at our [GitLab](#) share section.

**Setup:**

To use simply add the UniNotes folder to your project (which is on the package). It doesn't need to be on root of your project, so feel free to move it wherever you want.

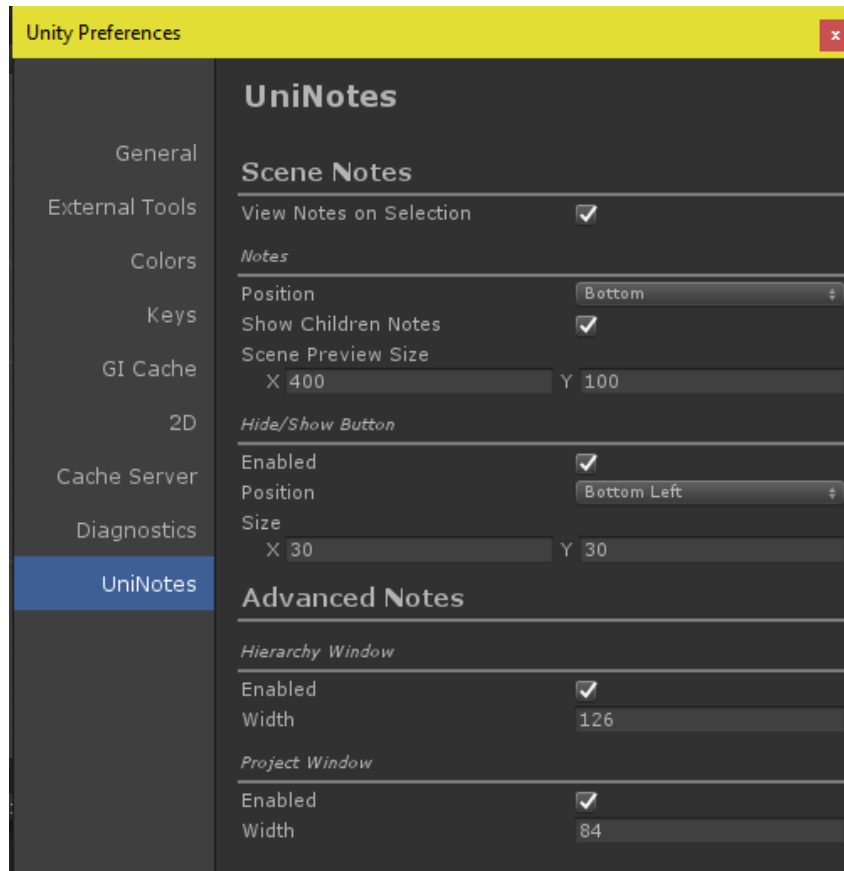
**How to use:**

The system has many kinds of notes that can be added to your project, so they will be explained separately. Hierarchy and Project window notes are saved into an .ini file on your Project Settings.

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# UniNotes Settings



*System settings can be found at Edit > Preferences.*

Scene Notes section modifies the Scene Window notes preview. The available settings are:

<i>SETTING NAME</i>	<i>DESCRIPTION</i>
<u><b>VIEW NOTES ON SELECTION</b></u>	Enables or disables the preview of notes on the Scene Window. If turned off nothing will be drawn on the Scene Window.
<u><b>NOTES POSITION</b></u>	Where on the Scene Window the notes will be anchored.
<u><b>SHOW CHILDREN NOTES</b></u>	If enabled it will list all the children notes too; otherwise, it will only show the selected object notes.
<u><b>SCENE PREVIEW SIZE</b></u>	The size of the preview notes on the Scene Window
<u><b>BUTTON ENABLED</b></u>	Enable/disables the button that hides and shows the notes window.

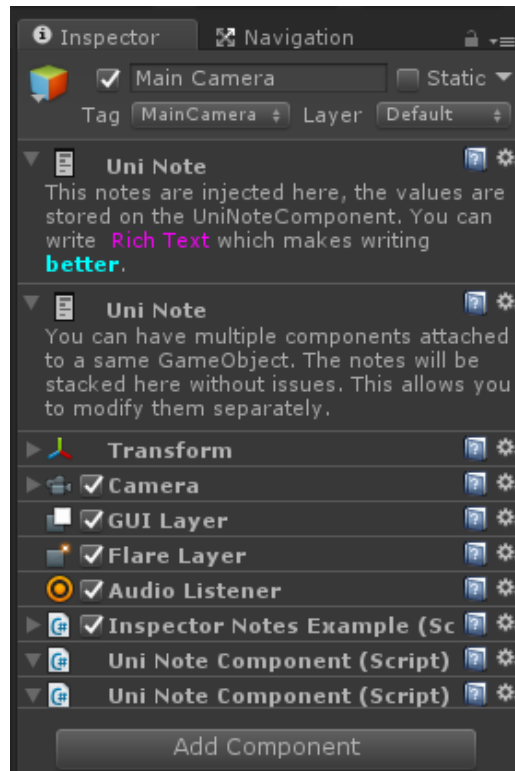
<u><i>BUTTON POSITION</i></u>	Where on the Scene Window the button will be anchored.
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<u><i>BUTTON SIZE</i></u>	The size of the button on the Scene Window.
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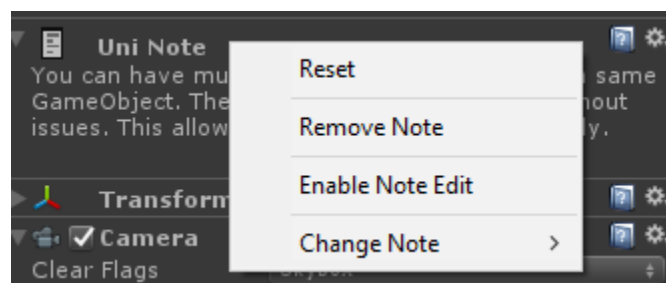
Advanced Notes section modifies the Hierarchy and Project Windows notes settings. The width of both notes can be adjusted manually on each window by dragging the note limit.

SETTING NAME	DESCRIPTION
<u><i>HIERARCHY ENABLED</i></u>	Enable/Disable the notes on the Hierarchy Window.
<u><i>HIERARCHY WIDTH</i></u>	The width of the notes on the Hierarchy Window.
<u><i>PROJECT ENABLED</i></u>	Enable/Disable the notes on the Project Window.
<u><i>PROJECT WIDTH</i></u>	The width of the notes on the Project Window.

# GameObject Notes



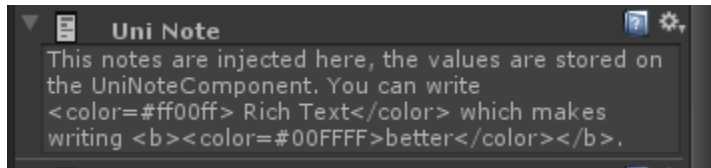
These notes are injected on the top part of your GameObject inspector for better accessibility. To add a GameObject Note simply add the UniNoteComponent to your GameObject. You can have as many UniNoteComponents as you want, all the notes will be stacked on the top of your GameObject. You can easily edit your note within the inspector. You can right click either the component or the Injected UniNote on the top to enable editing.



Context menu options available when right clicking the injected note:

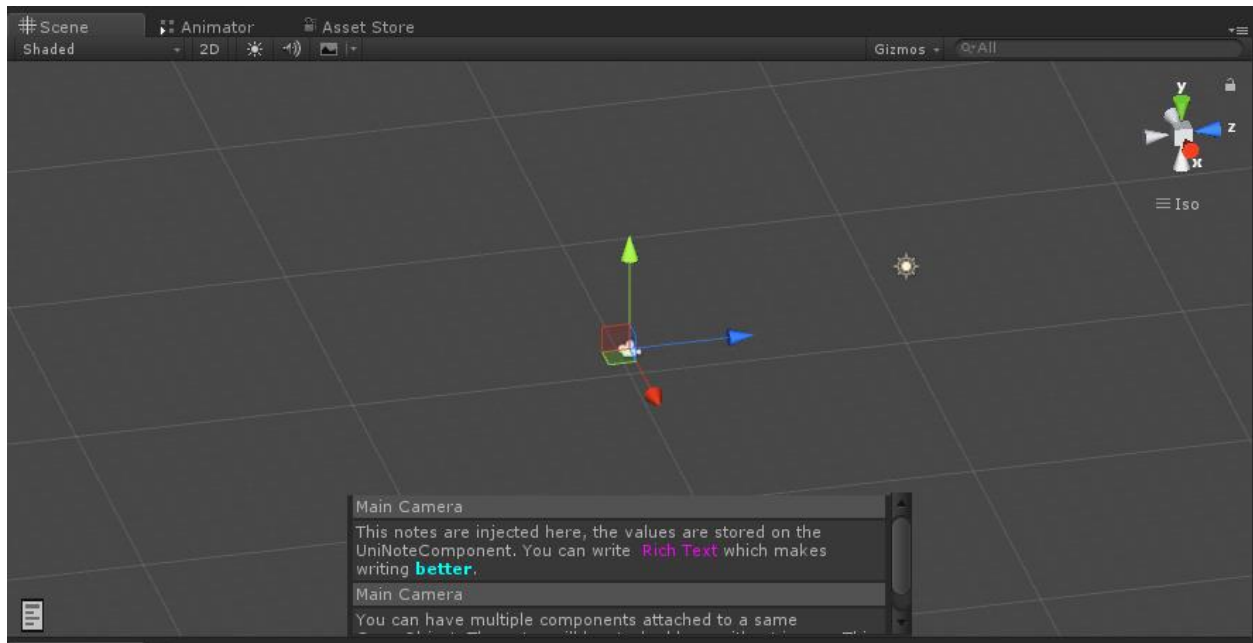
1. Reset: Resets the note to the default value
2. Remove Note: Removes the component from the GameObject

3. Enable/Disable Note Edit: Changes the note to be editable on the inspector. While on edit mode, the rich text will be disabled so that is easier to modify.
4. Change Note: Change the note type to use one of the available on the Notes settings. This changes font color, icon and background color.

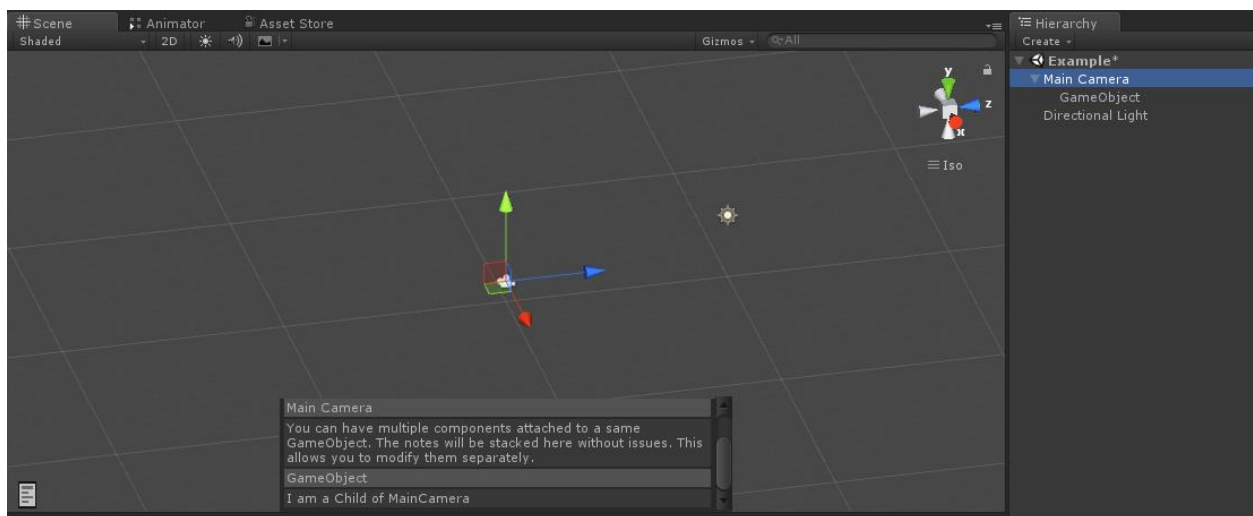


Edit mode preview. *Changes are saved automatically when editing the note.*

## Scene Window Notes Preview



GameObject Notes can be drawn on the Scene Window when selecting a GameObject that has any note. The Note button will hide/show the notes. The list of notes can also show all the children notes.

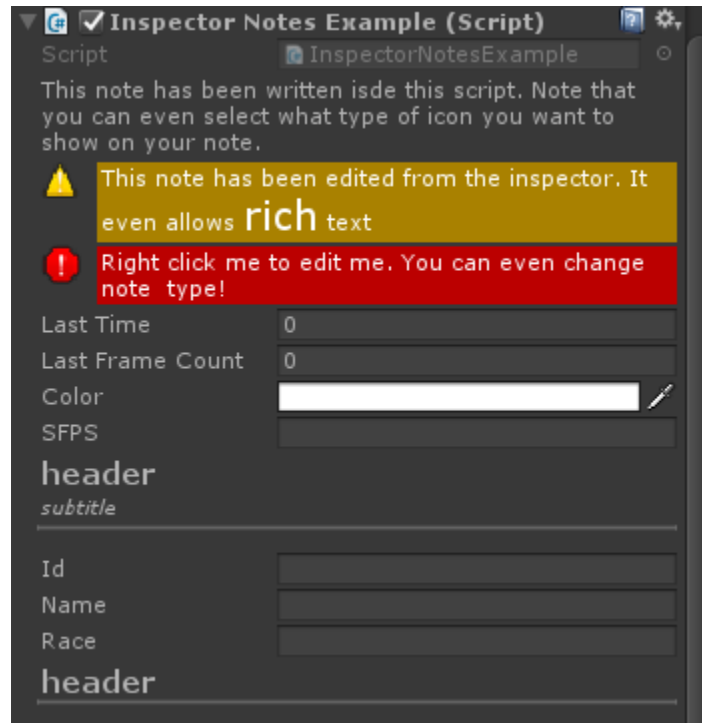


You can click any of the notes on the list to select the GO that owns that note.

The position and size of the button and notes section can be changed inside the system settings. [Read More](#).



## Script Notes

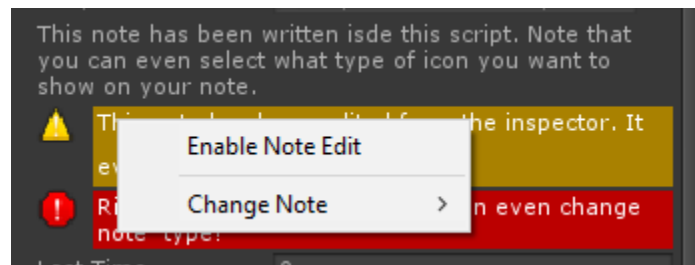


These notes can be easily added without the need of a custom editor. The system also has a divider note that is useful to separate script content. To add a note to your script all you need is a [UniNote](#) field. Here's the code for this example:

```
[SerializeField]
private UniNote note = new UniNote() { note = "This note has been
written inside this script. Note that you can even select what type of
icon you want to show on your note." };
```

```
[SerializeField]
private UniNote note1 = new UniNote() { note = "" };
[SerializeField]
private UniNote note2 = new UniNote() { note = "" };
```

These notes can be edited on the inspector too. Here you can modify the actual note or the note type



1. Enable/Disable Note Edit: Changes the note to be editable on the inspector. While on edit mode, the rich text will be disabled so that is easier to modify.
2. Change Note: Change the note type to use one of the available on the Notes settings. This changes font color, icon and background color.

The divider can be added easily. All you need is to include an attribute to the field where you want the divider to be drawn.

```
[Divider("Header", "subtitle"), SerializeField]  
private string m_id;
```

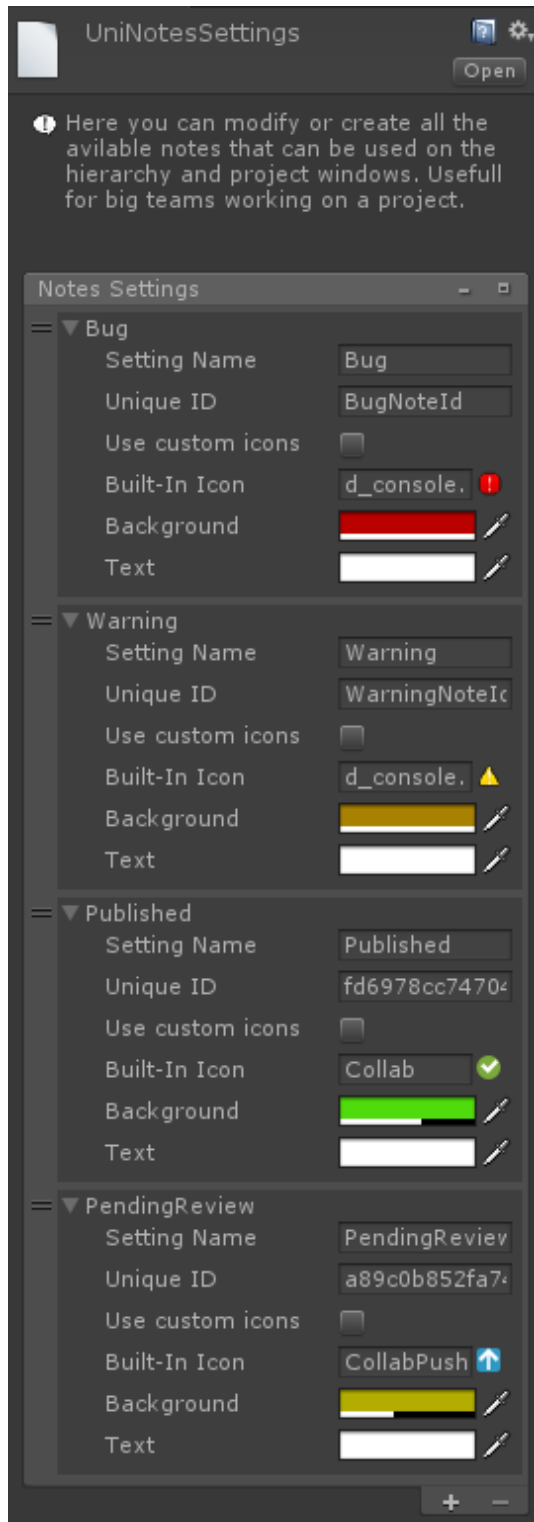
This will draw a divider before the m\_id field.

You can also use the divider in any custom editor or property drawer. The Divider class has implementation for EditorGUILayout and EditorGUI. The EditorGUI implementation will return a Rect for the next element, this way you can be sure to draw your next element on the correct position. The header and subtitle fields are optional. If they are passed as an empty string, the divider will only draw a horizontal line.

Here are some examples code from the System Settings window:

```
Divider.EditorGUILayout.Divider("Scene Notes");  
Divider.EditorGUILayout.Divider("", "Notes");
```

## Advanced Notes



Advanced notes are notes that are drawn on the Hierarchy and Project Window. When these notes are added the information for these notes are saved on the project preferences.

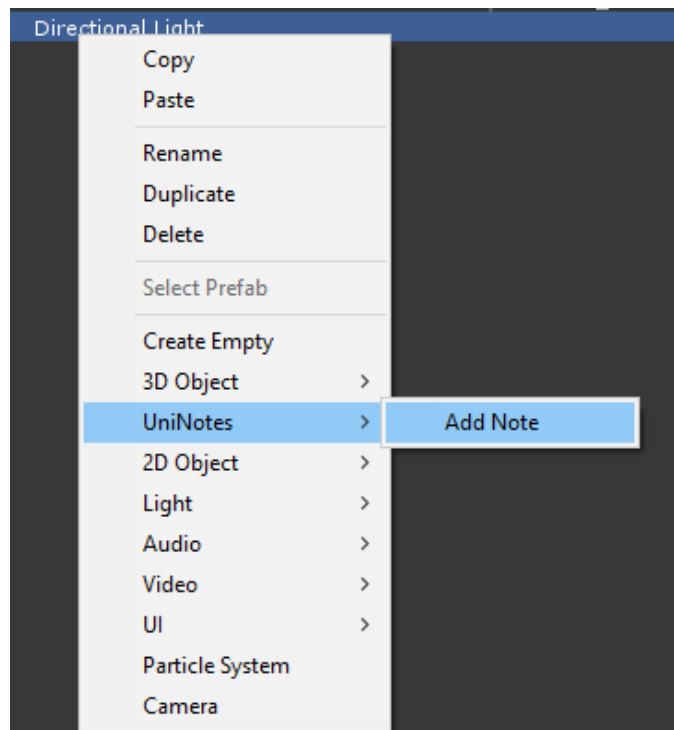
Your project notes settings can be found at UniNotes/Settings/ UniNotesSettings. Here you can modify all the notes your project will have. The settings values are:

NAME	DESCRIPTION
<u>NAME</u>	Name used for the dropdown
<u>ID</u>	Unique id used for identifying the note
<u>CUSTOM ICON</u>	If checked you can use a texture as your note icon; otherwise, you can use Unity built-in icons by typing the icon name
<u>BACKGROUND</u>	The background color for the note
<u>TEXT</u>	The text color for the note

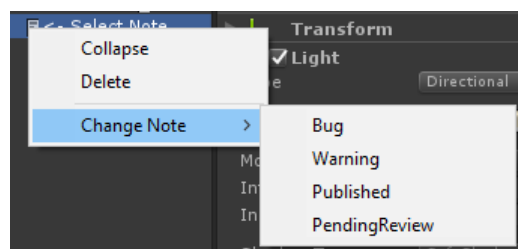
If the ID is changed the system will try to apply the new id to the notes that are already referencing this note.

If a setting is deleted the system will try to delete all notes that are referencing the deleted note.

To add an advanced note right click while selecting an object (multiple selection also works) under the hierarchy or project window then click UniNotes > Add Note



This will add an empty note to the selected objects. Now select the note type from the dropdown.



*The note type can be changed at any time*

Each advanced note has a text field that allows you to add any extra text for the note. The text can be seen by clicking Read Note or on the text field if the note is expanded.



*Collapsed note example*



*Expanded note example*

You can add as many notes as you want for each object, they will only be drawn if there are no expanded notes.



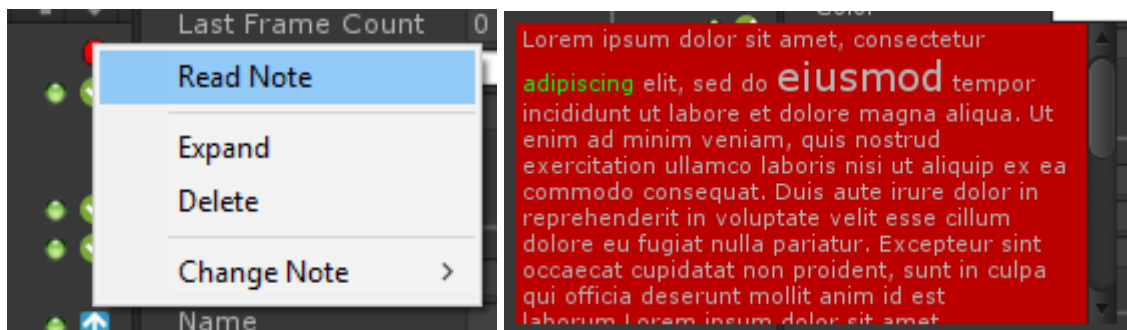
*Example of multiple notes on the same object. None are expanded*



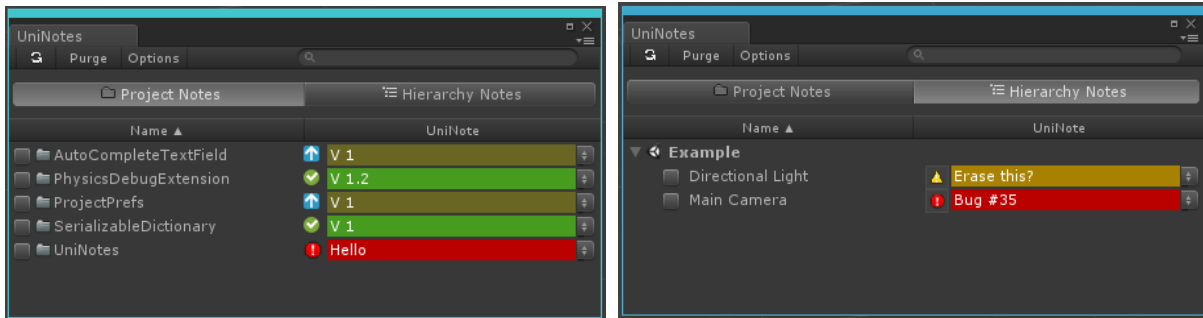
*Same object, but the middle note is expanded*

The vertical line can be used to change the width of the notes. This will change the width of every note on the window. Example: If you change any Project Window note width, all the Project Window notes will have the new width.

To be able to read the note on a floating window you need to click on the read note button of the context menu. This will show a floating window with your note (including rich text) where you can modify the note text.



# UniNotes Window



*UniNotes window can be found at Window > UniNotes*

Hierarchy notes section can only be used if Unity serialization is set to text. You will get a popup if your serialization is not set to text. This is because the system needs to read the .scene file to identify each scene note object.

UniNotes Window can be used to manipulate all the notes on your project. The manipulation works the same way as the [Advanced Notes](#) except for the vertical dragger that is not used here.

You can find in the toolbar the following:

NAME	DESCRIPTION
<u>REFRESH</u>	Used to refresh the window.
<u>PURGE</u>	Deletes all the notes that didn't find any reference.
<u>OPTIONS</u>	Delete, deletes all the selected notes. Select, select the object that has the selected notes
<u>SEARCH</u>	Allows to filter the notes by name.

If the system fails to find a note reference, the note will be highlighted with red and instead of the actual name you will see the identification number.