UniNotes

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Notes can be added to Inspector and viewed on Scene Window.

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 3 system dependencies that are included: Project Prefs (available on the Asset Store), IniParser and YamlDotNet. While IniParser is included as a dll, you can get the source code at our GitLab share section. Same with YamlDotNet, the source code can be found at GitHub.

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.
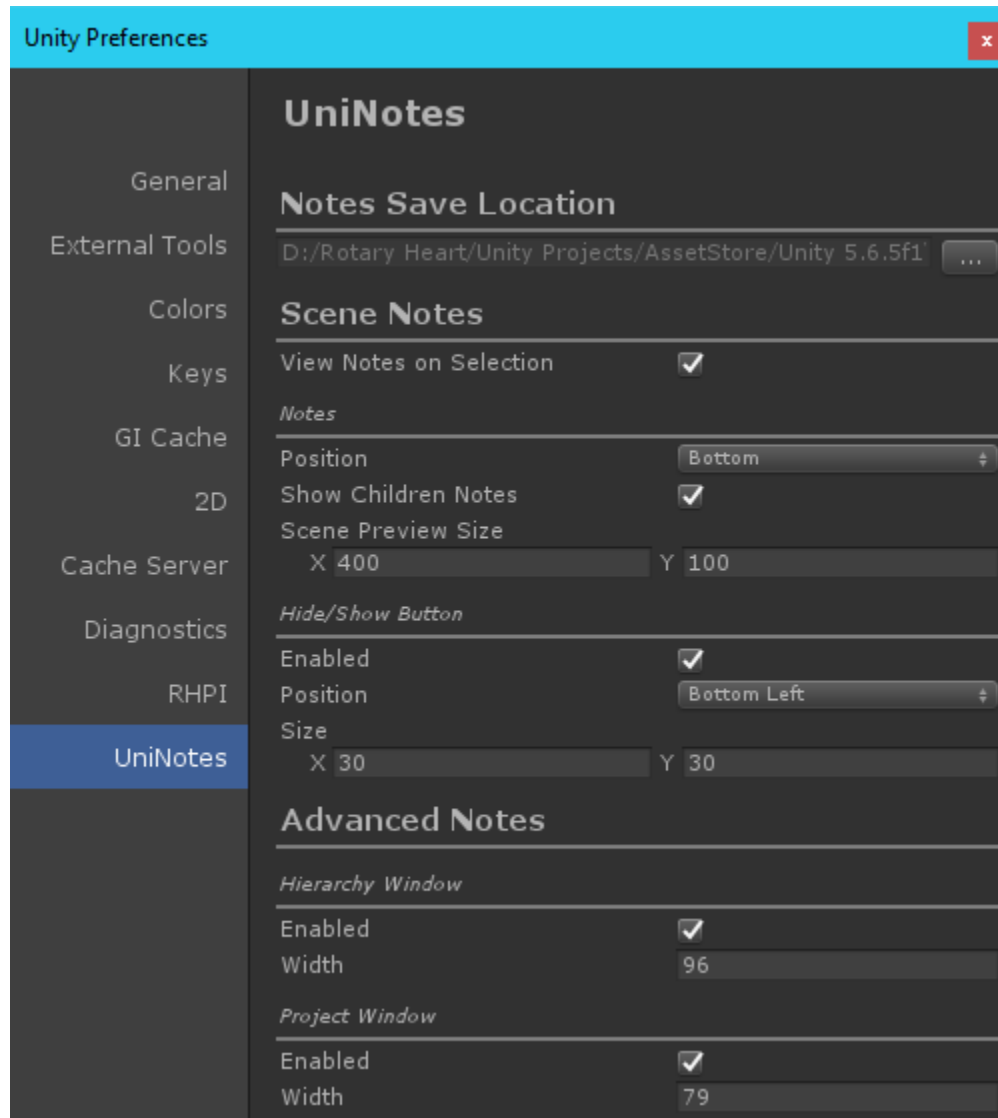
How to use:

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 while components are handled by Unity.

Contents

UniNotes Settings

Use this window to modify any of the system settings, these values are saved using ProjectPrefs on a .ini file located at your project ProjectSettings folder.

Notes save location indicates where the advanced notes data will be stored. Note that if this value is changed the notes will be moved to the new path.

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

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

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
HIERARCHY ENABLED	Enable/Disable the notes on the Hierarchy Window.
HIERARCHY WIDTH	The width of the notes area, this is the available space for the notes. This can be adjusted on the hierarchy window too.
PROJECT ENABLED	Enable/Disable the notes on the Project Window.
PROJECT WIDTH	The width of the notes area, this is the available space for the notes. This can be adjusted on the project window too.
PROJECT SIZE	The size of the notes that will be drawn on the Project Window

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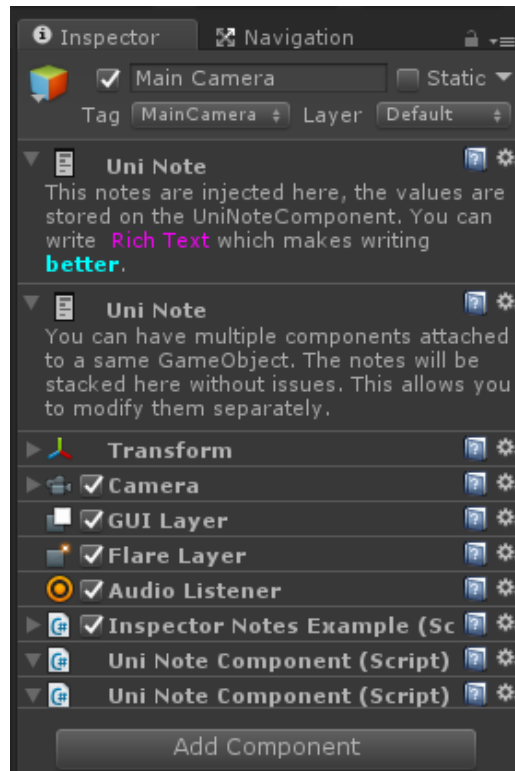
These notes are injected on the top part of your GameObject inspector for better accessibility. To add a GameObject Note simply add the UniNoteComponent to your GameObject. You can have as many UniNoteComponents as you want, all the notes will be stacked on top of your GameObject inspector. You can easily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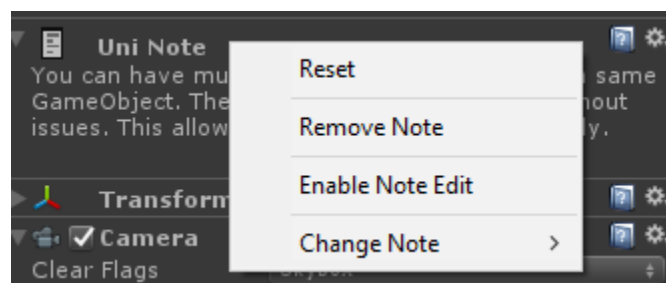

Context menu options available when right clicking the injected note:

| OPTION	DESCRIPTION
RESET	Resets the note to the default value, erasing the note anc changing the note type.
REMOVE NOTE	Removes the component from the GameObject.
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.
CHANGE NOTE	Changes the note type to use any of the available on the Notes settings. This will change font color, icon and background color.
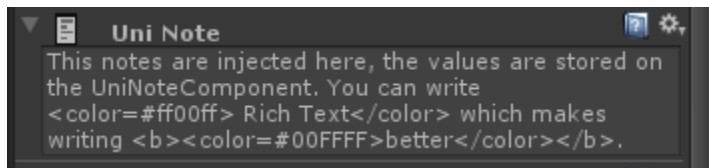
Edit mode preview. *Changes are saved automatically when editing the note.*

Scene Window Notes Preview
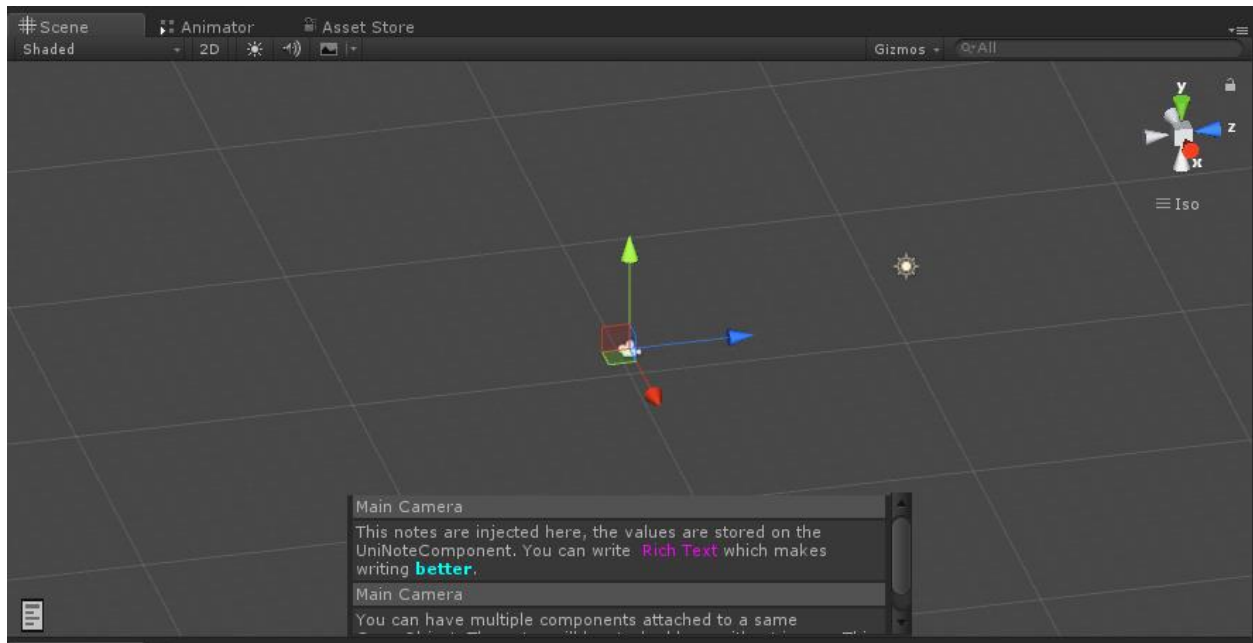
GameObject Notes can be drawn on the Scene Window when selecting a GameObject that has any note. The Note button will hide/show the notes. The list of notes can also show all the children notes (depending on the system settings set on the preferences. *Read More*).
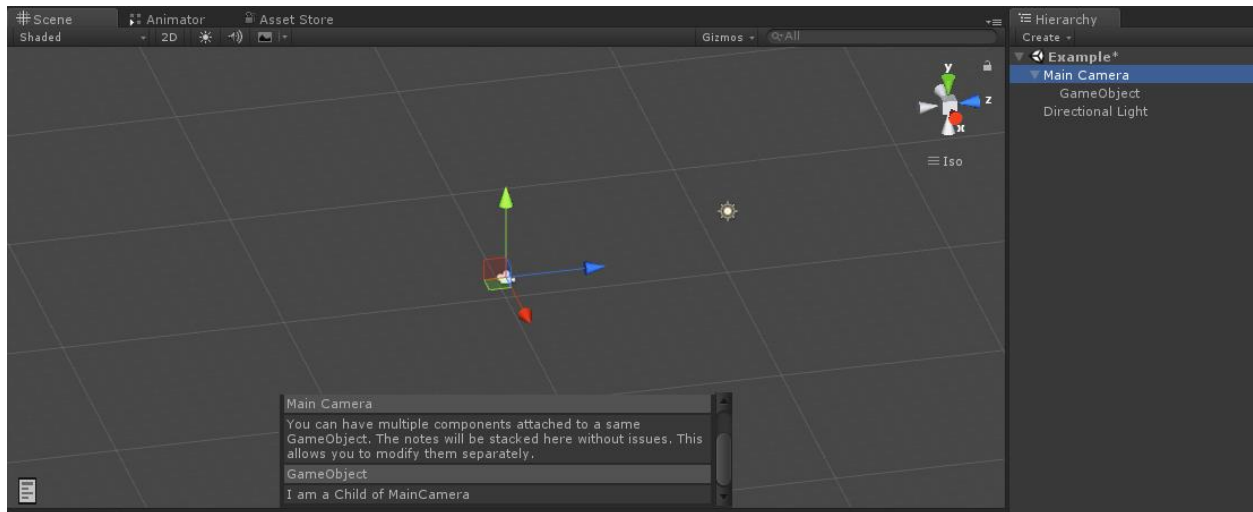
You can click any of the notes on the list to select the GameObject that owns that note.

The position and size of the button and notes section can be changed inside the system settings. *Read More*.
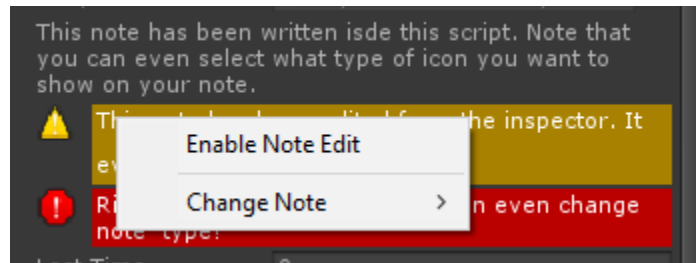
Script Notes
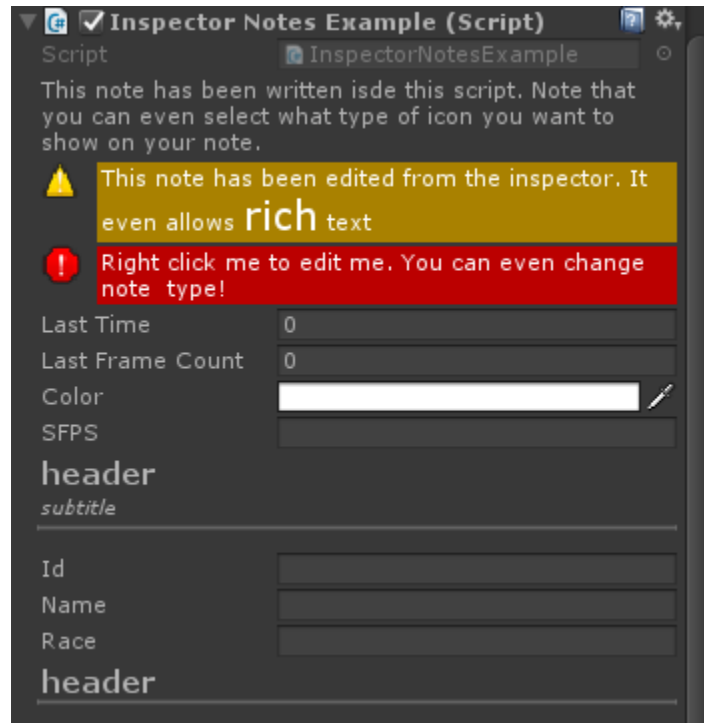
These notes can be easily added without the need of a custom editor. The system also has a divider note that is useful to separate script content. To add a note to your script all you need is a UniNote field. Here's the code for this example:

```
[SerializeField]
private UniNote note = new UniNote() { note = "This note has been
written insde 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

OPTION	DESCRIPTION
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.
CHANGE NOTE	Changes the note type to use any of the available on the Notes settings. This will change 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
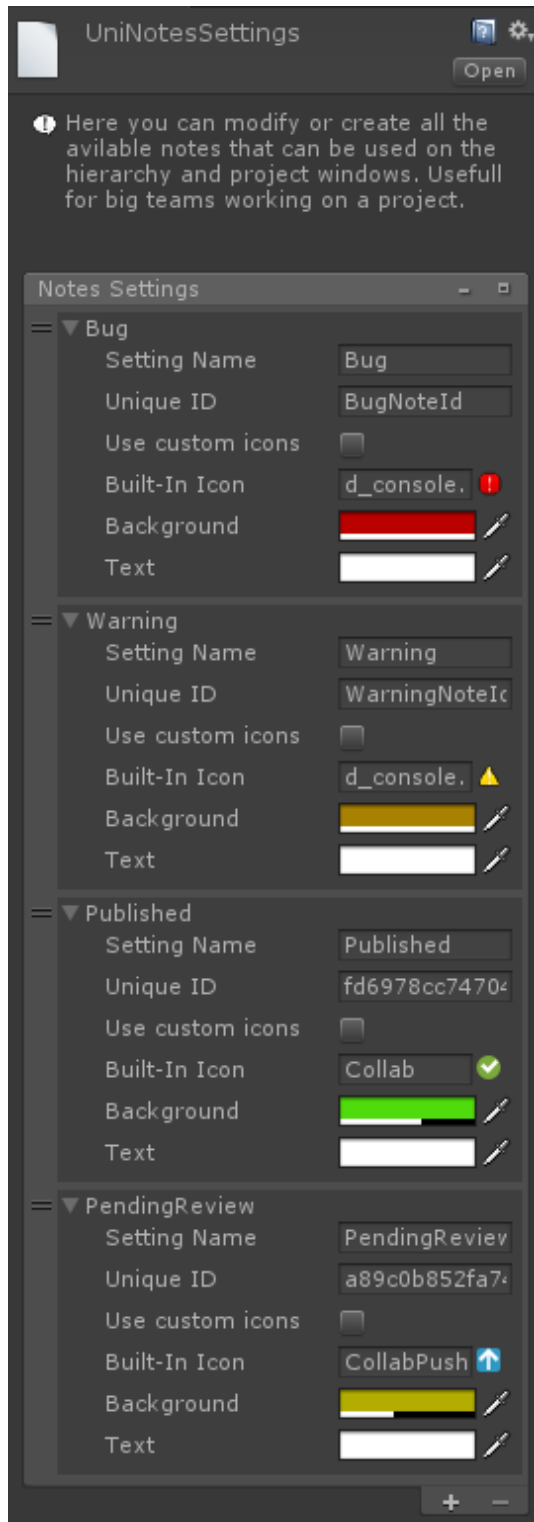
Advanced notes are notes that are drawn on the Hierarchy and Project Window. When these notes are added the information for these notes are saved on the project preferences.

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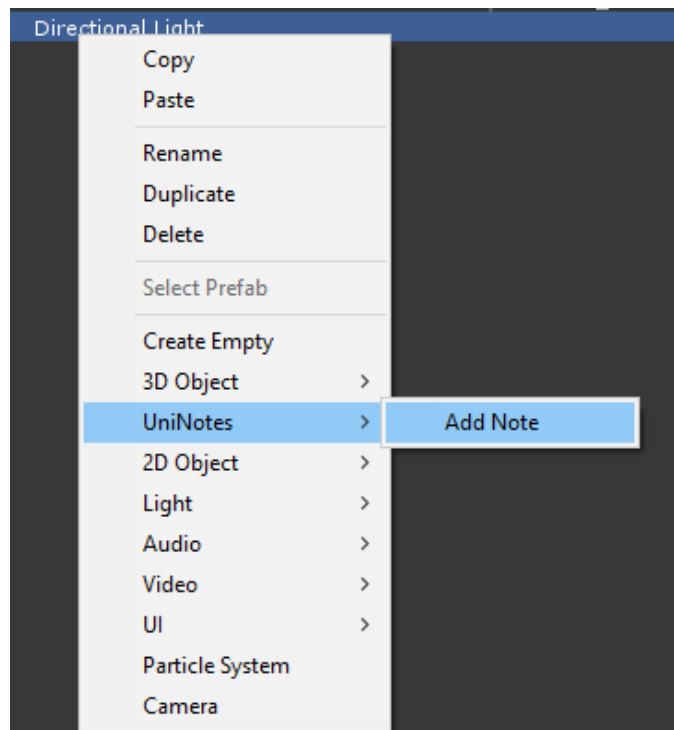

This will add an empty note to the selected objects. To be able to modify the note data click the note icon.
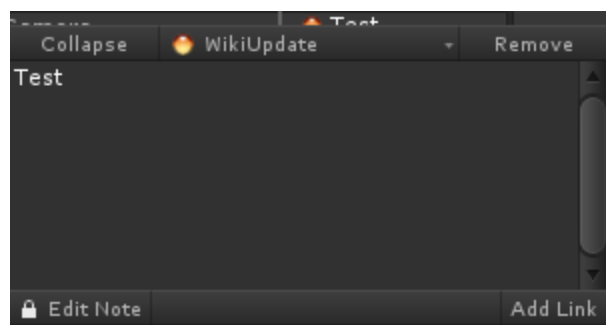
All the information located here can be changed at any time

Each advanced note has a text field that allows you to add any extra text for the note. You can also add links, either web page or a file on your computer. These links can be used to provide any extra data to the note.
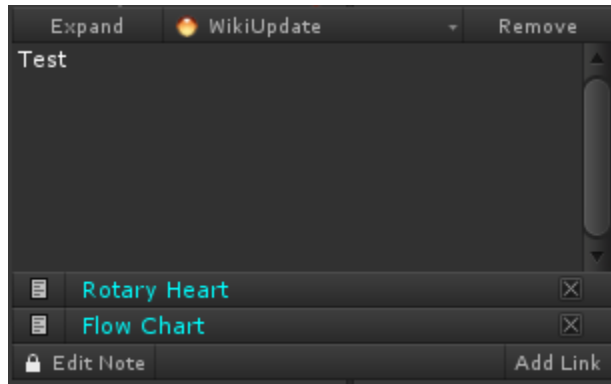
If the note text is clicked it will open the file or webpage that it has. Each link data is written in the following format

Label | Path

Where label is the text that will be displayed, and path is either a web page link or a path to a file. These are the links data that is displayed on the screenshot:

Rotary Heart | http://rotaryheart.com

Flow Chart | C:\Users\Public\Documents\FlowChart.jpg

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 or even use copy/paste.
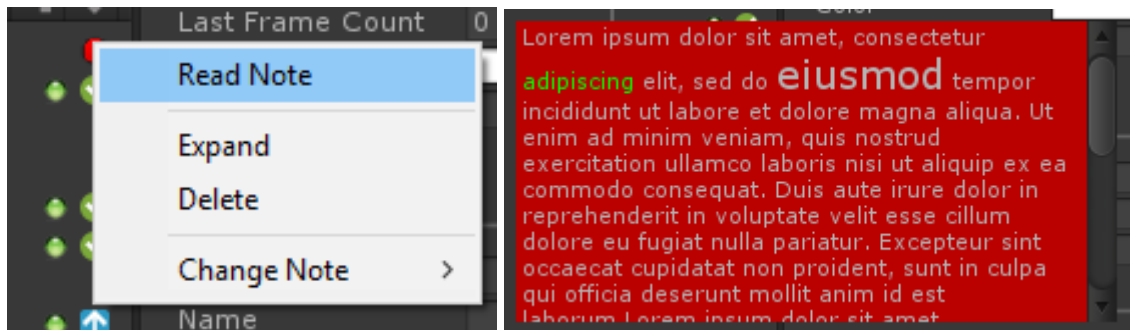
UniNotes Window
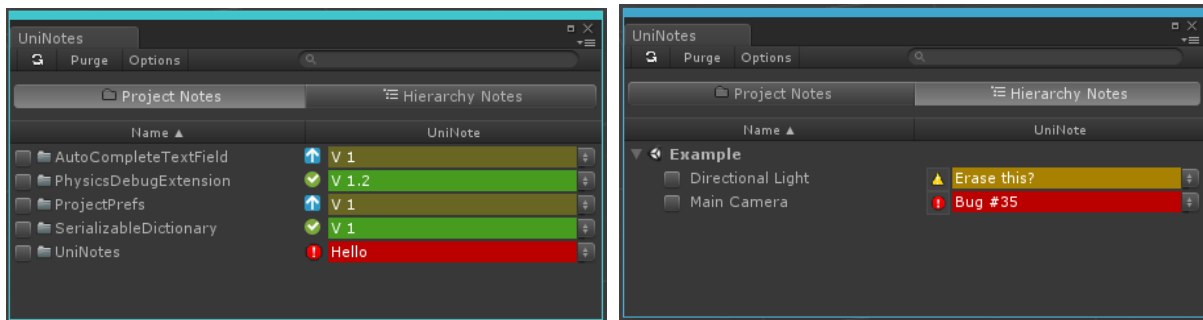
*UniNotes window can be found at Window > UniNotes*

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 and parse 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
REFRESH	Used to refresh the windows list.
PURGE	Deletes all the notes that didn't find any reference.
OPTIONS	Delete, deletes all the selected notes. Select, select the object that has the selected notes
SEARCH	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.
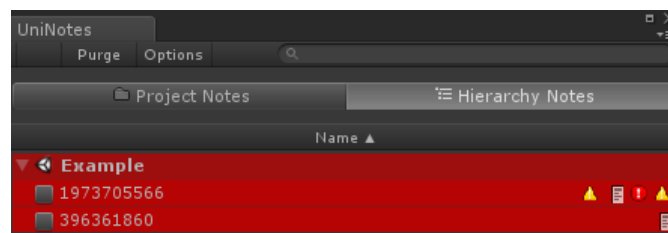
Example of notes that couldn't be found