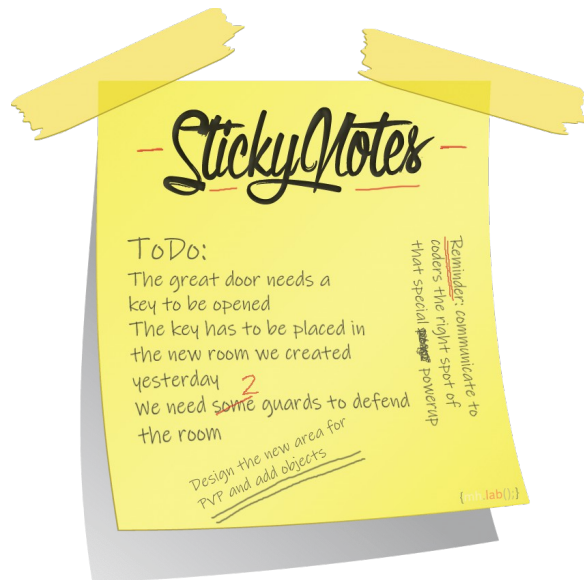


{mh.lab();}



{devkit();}

Introduction

Hey!

Thank you for purchasing StickyNotes! Let's dig into it!

What is it?

StickyNotes is a way for designers and artists to leave comments and notes directly into their levels/scenes, in a visual manner.

It makes trivial to communicate intents, designs and ideas to other team members within the Unity Editor.

How does it work?

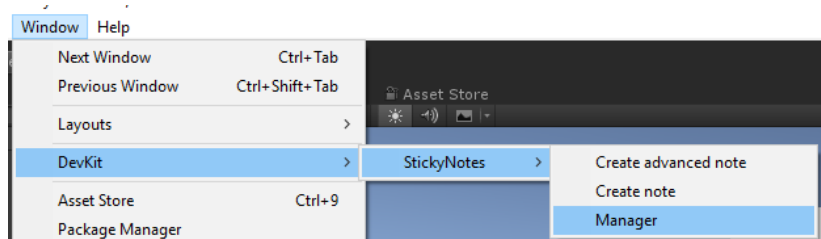
It stores notes directly into the scene, as gameobjects. This allows you to save them directly with the scene.

Also, it allows you to use versioning softwares as usual: you will version notes too. Yeah: exactly like an in-editor shared tasklist!

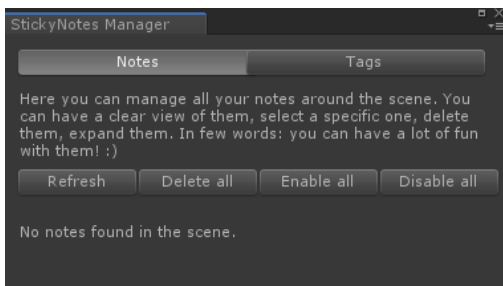
Let's make it work!

The first thing you can notice is the manager: a tool to easily manage all your notes in a single spot.

You can access it in **Window > DevKit > StickyNotes > Manager**.



So let's open it! We will set some features of this tool!



When you open it for the first time, you will see nothing interesting. In this state, StickyNotes Manager contains no notes and just a single root tag.

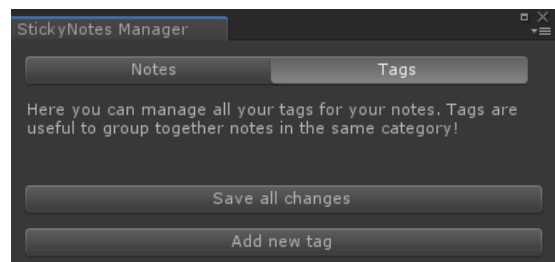
On the left you can see the “Notes” section of this tool.

Here you can manage them: delete, enable/disable or refresh the current state.

Click on “Tags” section, now. This section allows you to create “groups” for your notes.

Here you can easily add new tags or edit existing ones.

Remember to hit the “Save” button after all your changes! :)

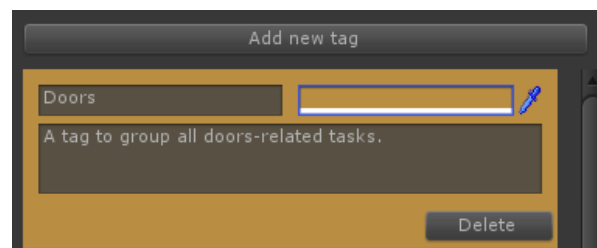


Let's create our first tag.

Let's say we are building a complex dungeon and we have doors and keys. I want to create a “Doors” tag, so I will be able to group all my doors-related notes under it.

Hit the “Add new tag” button and set the new tag accordingly.

Remember to hit the “Save all changes” button! :)



Now you have a new tag. It is time to add a note!

Right click on your gameobject you want to place a note on. In this case I want to drop a note on my “door” gameobject. In the context menu, select **StickyNotes > Create Note**.

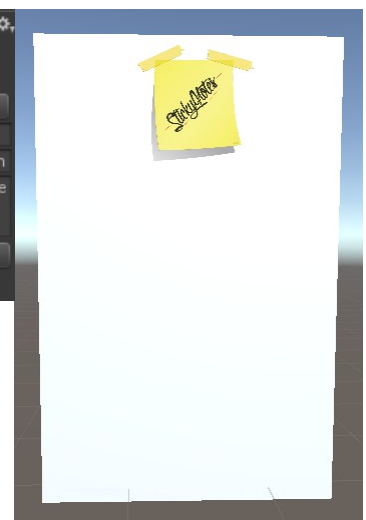
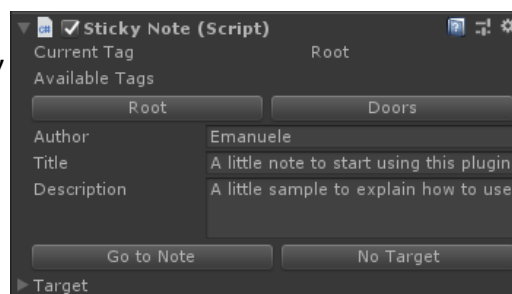
Now you should be able to see the created note directly in your scene, in your hierarchy and in your inspector.

From the inspector you can easily edit the note:

assigning an author, setting title and description, setting the tag.

Also, you have utilities buttons to quickly reach the note and the target, if any.

Yeah: you can set a target for the note. The target is useful in



those cases when you have something you want to put attention on.

Example: you have this door and you want it to open with a specific key, in a room far away from this door in the scene. Well, you can attach the note on the door, explain this in the note, link the key as target.

This newly created note will appear in the StickyNotes Manager, under the “Notes” section too. From here you can delete it or manage it.

*Ok, that's all. You should be able to use this plugin now!
I hope it will be useful for you and your team! :)*