
SimpleNoteDocs Documentation

Release 1

Damar Inderajati

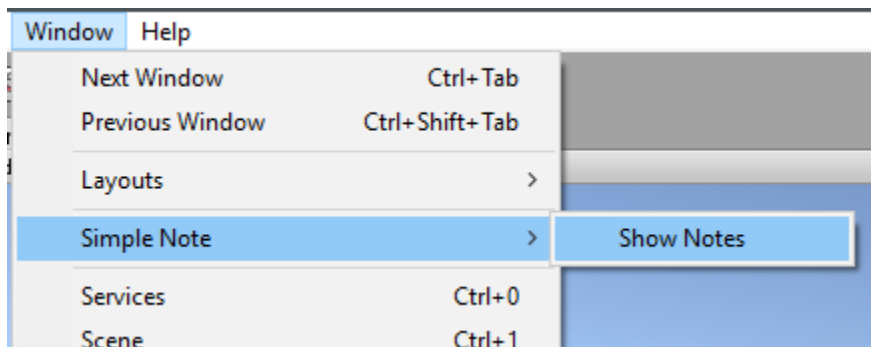
October 24, 2016

1	Create a Global Note	3
2	Create a Note to GameObject	5
3	Add a Note to Script Component and Variable	7
4	Simple Note Preferences	9

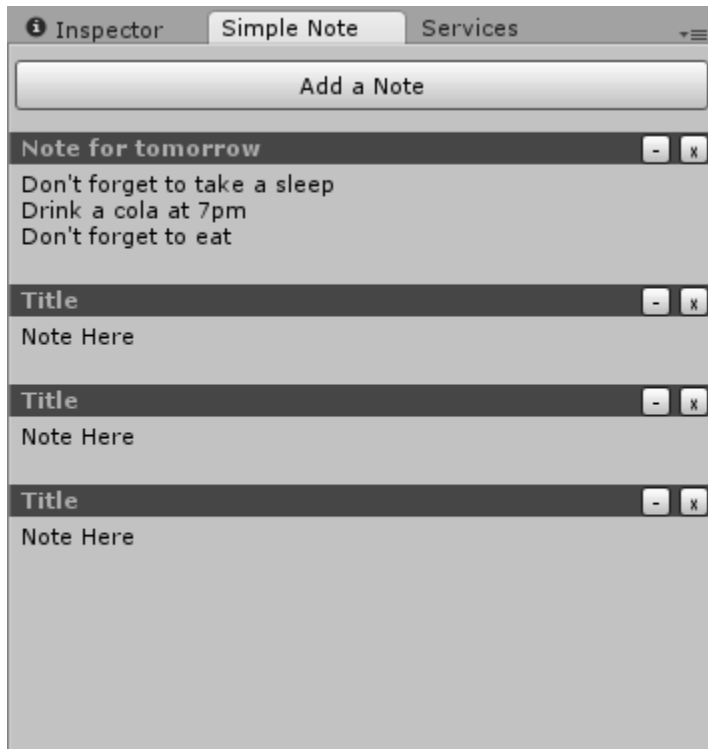
Simple Note is a plugin for taking a note inside Unity Editor.

Create a Global Note

- Open Notes window by click Window/SimpleNote/Show Notes

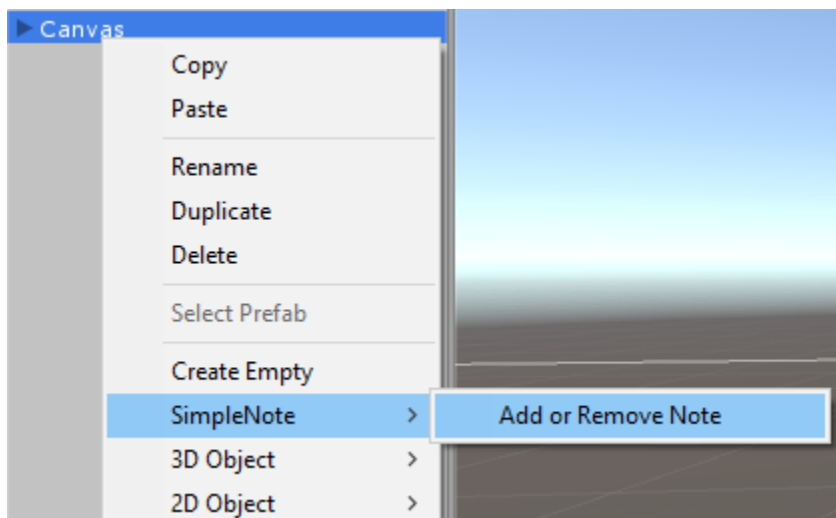


- Click button Add a Note
- Click text to Edit
- click button 'x' to remove
- click button '-' to minimize

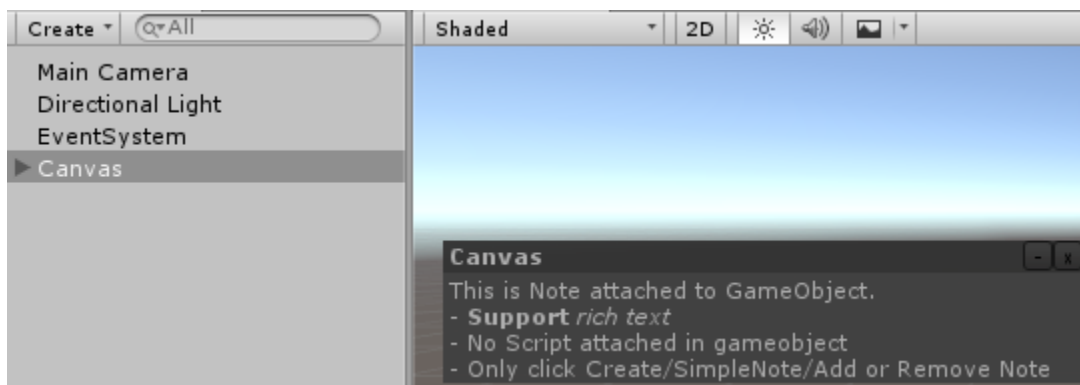


Create a Note to GameObject

- Select GameObject which want to add a note
- Right click the GameObject on hierarchy and Select SimpleNote/Add or Remove Note



- Then a new note appears in Scene View.
- Click text to edit

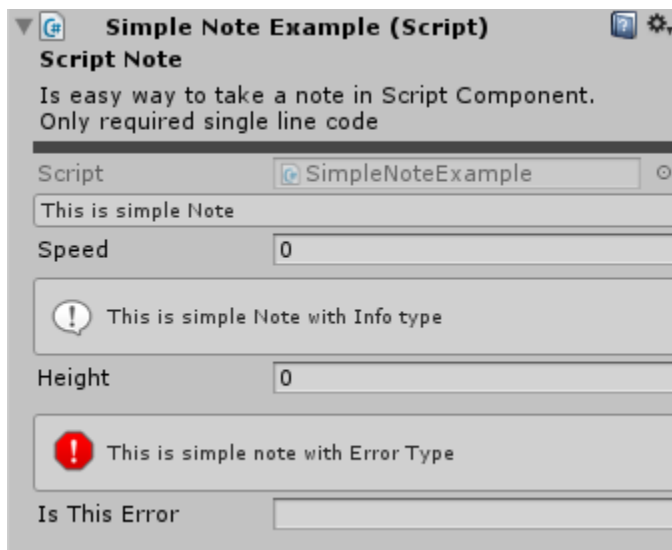


Add a Note to Script Component and Variable

- Open Script you want to add Note
- If you want to add note at the Main Class, write Attribute [SimpleNote] before declare class.
- If you want to add note at Variable, write Attribute [HelpBox("Note", MessageType)] before declare variabel

```
[SimpleNote]
public class SimpleNoteExample : MonoBehaviour {

    [HelpBox("This is simple Note")]
    public int speed;
    [HelpBox("\nThis is simple Note with Info type\n", MessageType.Info)]
    public float height;
    [HelpBox("\nThis is simple note with Error Type\n", MessageType.Error)]
    public string isThisError;
}
```



Simple Note Preferences

Windows : Edit/Preferences/Simple Note

Mac : Unity/Preferences/Simple Note

