

# Inspector Comments

This document contains all the information you need to get started using the tool.

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## Setup

Inspector Comments requires no setup apart from importing it in a project.

## How to use?

Adding a comment to a GameObject or prefab is simple! Simply add the 'Inspector Comment' component to the desired object.

The comment type of the component indicates which icon the comment will display next to the text. If left at None no icon will be displayed and only the text will be shown.

When you have written your comment and chosen a type you can lock the comment through the context menu by choosing the option 'Toggle comment lock'. The context menu can be opened by clicking on the 3 small dots to the right or by right-clicking the script.