



Nesbit Labs Object Notes

Lightweight in-editor notes and checklists for GameObjects.

[Nesbit Labs Object Notes](#)

[Overview](#)

[Features](#)

[Installation](#)

[Getting Started](#)

[1. Adding Notes to a GameObject](#)

[2. Using the To-Do List](#)

[3. Scene Icon Overlay](#)

[4. Notes Overview Window](#)

[Script Reference](#)

[NL_ObjectNotes.cs](#)

[Requirements](#)

[Known Limitations](#)

[License & Usage](#)

[Support & Feedback](#)

Overview

Nesbit Labs Object Notes is a Unity Editor-only tool that lets developers attach notes and to-do lists directly to GameObjects in the scene. Designed to improve in-editor collaboration, task tracking, and level design workflows, this tool keeps your notes exactly where they matter—on the objects themselves.

Features

- Add notes and checklists to any GameObject.
 - Built-in to-do list with checkboxes and item ordering.
 - Optional color tagging for categorization or priority.
 - Scene View icon indicators for objects with notes.
 - Object Notes Overview Window to view and navigate all notes in the current scene.
 - Editor-only: zero impact on builds or runtime performance.
-

Installation

1. Import the asset into your project via Unity Package Manager or go to the menu: **Assets > Import Package > Custom Package**. Navigate to where your **NesbitLabsObjectNotes.unitypackage** is saved and open it.
2. Ensure the scripts are placed as follows:

```
css
CopyEdit
Assets/
├─ Editor/
│   ├── NL_ObjectNotesEditor.cs
│   ├── NL_SceneGizmoDrawer.cs
│   └─ NL_NotesOverviewWindow.cs
├─ Nesbit Labs/
│   └─ Object Notes/
│       └─ NL_ObjectNotes.cs
```

The **Editor** folder is required to avoid build-time compilation issues.

Getting Started

1. Adding Notes to a GameObject

1. Select any GameObject in your scene.
2. Click **Add Component** in the Inspector.
3. Search for and add **"NL Object Notes"**.

You will now see a custom Inspector UI for:

- A **title**
 - A **multi-line note**
 - A **reorderable to-do list** with checkboxes
 - A **color tag** selector
 - An optional **scene icon toggle**
-

2. Using the To-Do List

Each note includes a built-in checklist system:

- Add items with the **"+"** button.
 - Reorder tasks by dragging them.
 - Check off completed tasks.
 - Delete items with the **"-"** button.
-

3. Scene Icon Overlay

By default, any GameObject with Object Notes will show a small icon in the Scene View for visibility.

This can be toggled on or off per-object using the “**Show Scene Icon**” checkbox.

The icon color reflects the selected tag:

- **Red** – High Priority
 - **Yellow** – Warning or Medium Priority
 - **Green** – Done/Approved
 - **Gray** – Neutral
 - **None** – Default white
-

4. Notes Overview Window

To see all Object Notes in the current scene:

1. Go to the menu: **Nesbit Labs > Object Notes Overview**
 2. A new window will open showing:
 - All objects with notes
 - Their note titles and content
 - Associated to-do lists
 - A “Select” button to jump to the object in the Hierarchy
-

Script Reference

NL_ObjectNotes.cs

Component script attached to GameObjects.

Fields:

- `noteTitle`: (string) Optional label for quick reference.
 - `noteText`: (string, multiline) Freeform text area.
 - `todoList`: (List<ToDoItem>) Checklist array.
 - `colorTag`: (enum) Tag color for category/priority.
 - `showSceneIcon`: (bool) Whether to show icon in Scene View.
-

Requirements

- Unity 2020.3 LTS or newer.
 - Works in both Built-in and URP/HDRP pipelines.
 - Editor-only—does not affect builds.
-

Known Limitations

- Notes are local to each scene and not shared across scenes.
 - Not designed for runtime use—intended for development workflows only.
 - Currently does not support rich text formatting (Markdown support may come in a future version).
-

License & Usage

This asset is provided under the standard Unity Asset Store EULA. You may include it in both personal and commercial projects, but you may not redistribute or resell the asset or its components.

Support & Feedback

For feedback, bug reports, or feature requests, contact:

NesbitLabs@gmail.com

or visit <https://nesbitlabs.itch.io/>.