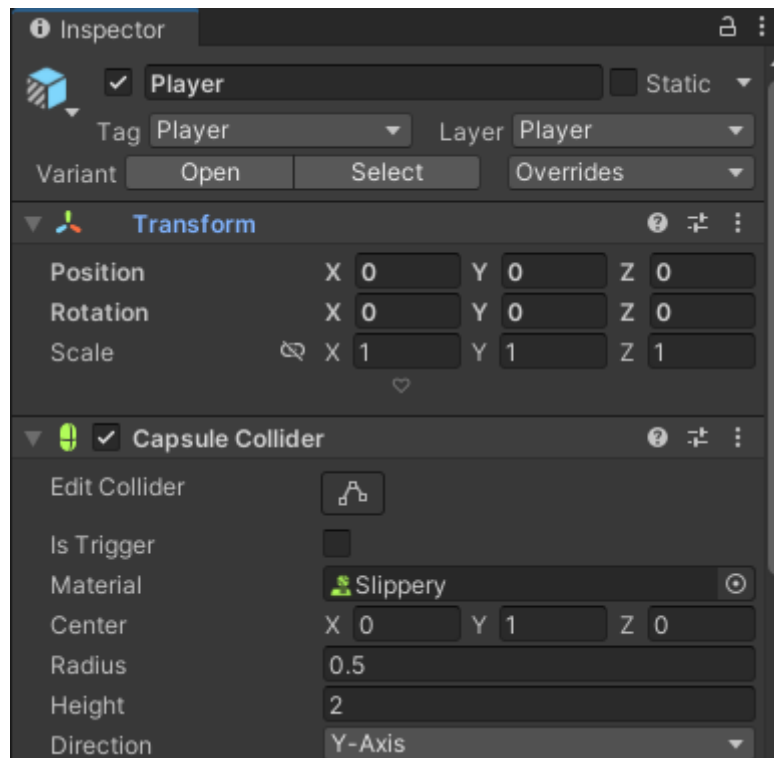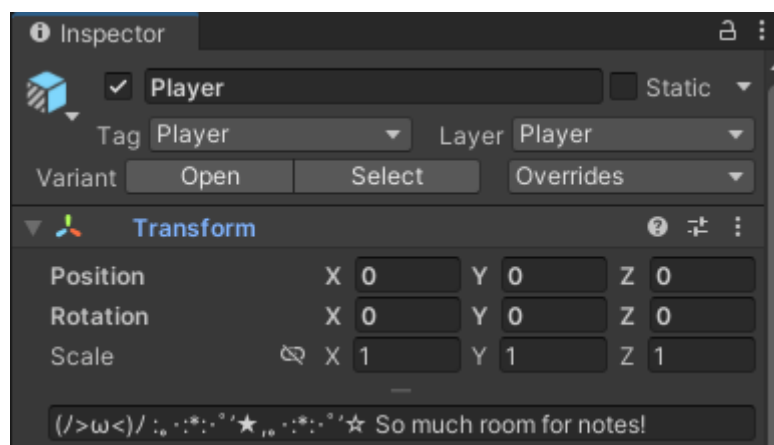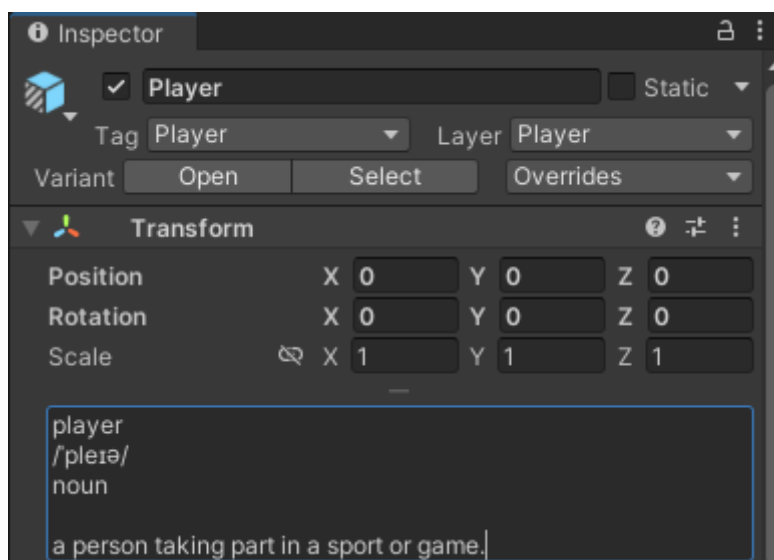# Making notes

You can add notes to any Object that has the ♥.
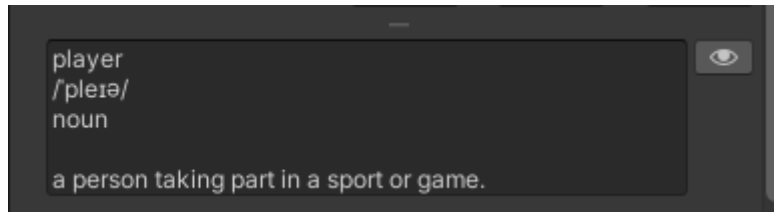

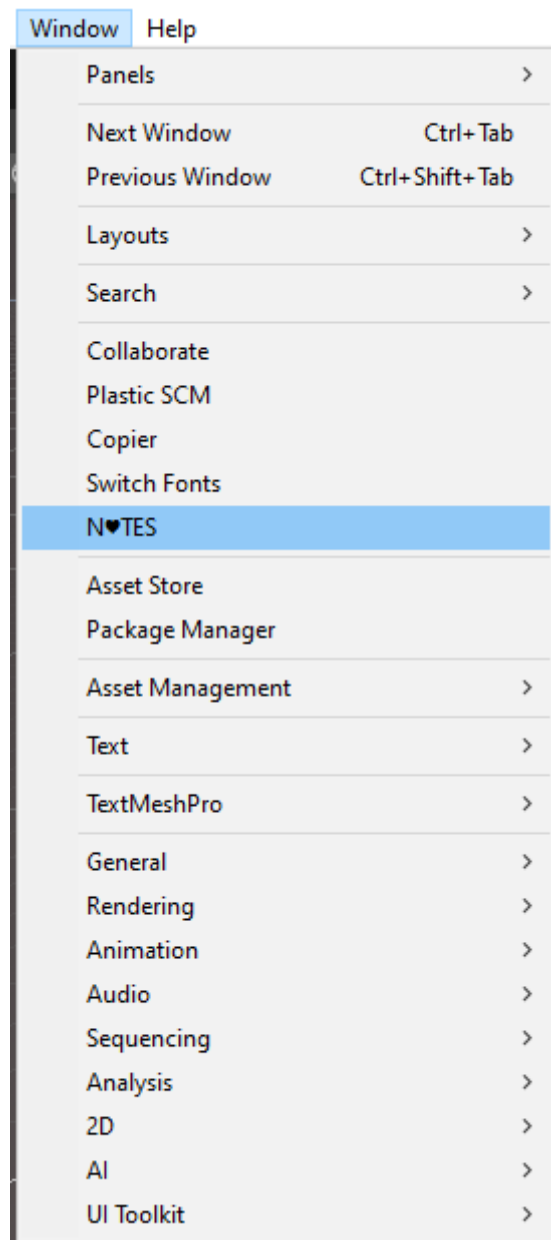Click the ♥ to open a text field where you can type any notes you want!
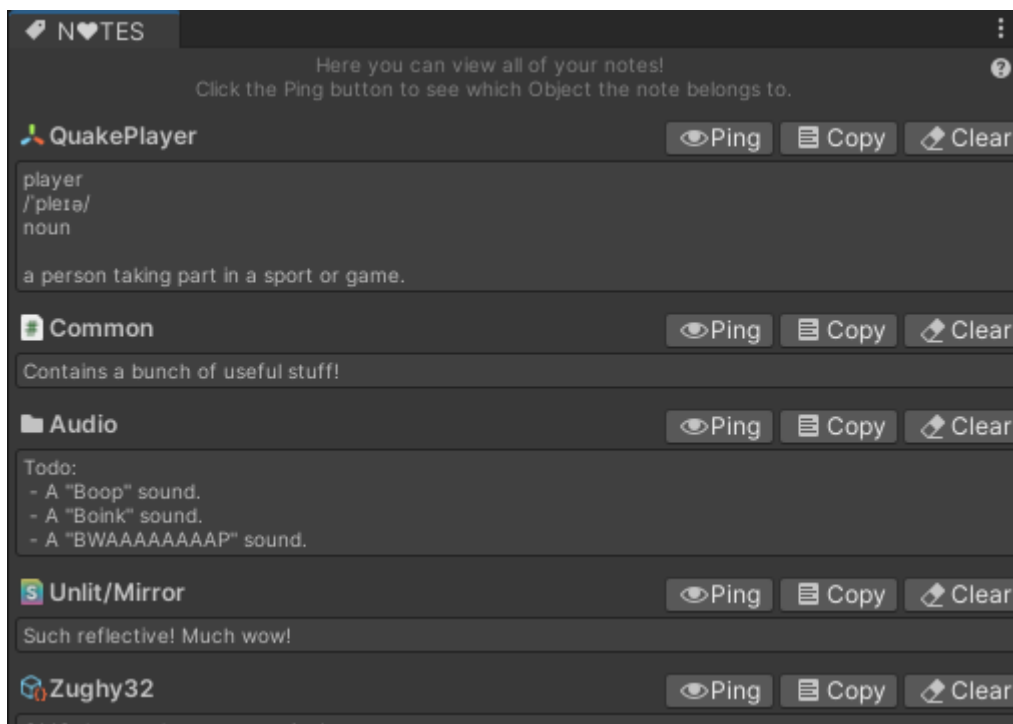
The notes window

You can view all of your notes in the notes window. You can open it by clicking the view button next to the note field.
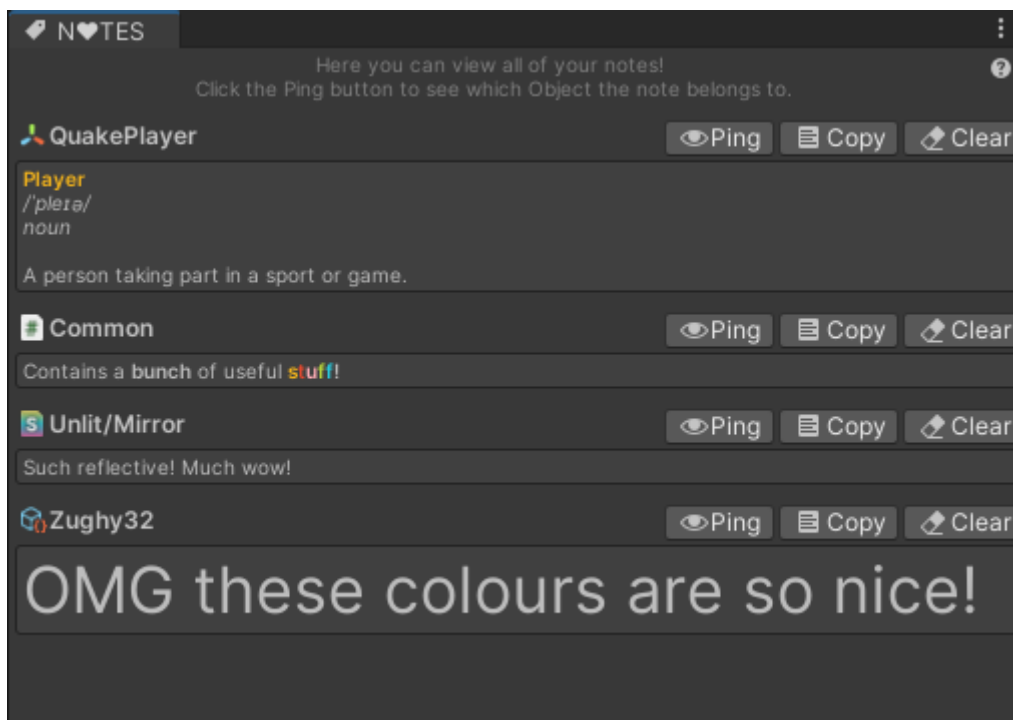

Or by going to **Window > N♥TES**.

So here's all of your notes! Click the **Ping** button to see which object the note belongs to. Click the **Copy** button to copy the note. Click the **Clear** button to delete the note.

You can also use [Unity's rich text system](#) to customize your notes!

Custom Object support

If you'd like to add notes to custom Objects you can do so as follows:

```csharp
using Notes;

[CustomEditor(typeof(MyCustomComponent), true)]
public class MyCustomComponentNote : Note<MyCustomComponent> {
    protected override bool IsHeader => true; //Set this to true if you'd like
to write your notes in the Inspector Header.
}
```

Support

For questions, support and stuff you can shoot me an email at stupidplusplus@gmail.com.