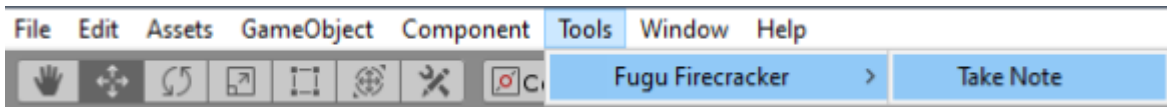


## New in Take Note v1.1

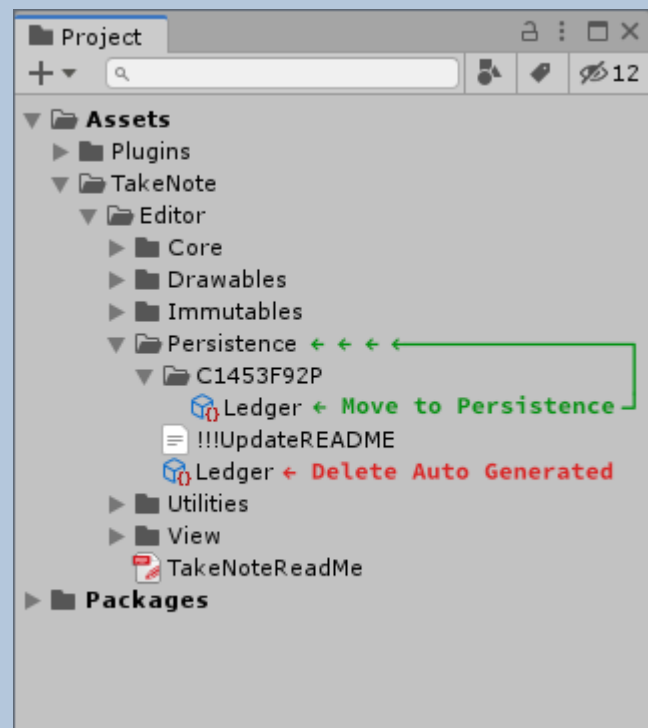
- Cohesive style across Unity versions
- New Icons
- Faster Initialization
- Improved Responsiveness [Tested with 1500 Tasks]
- Minor code tweaks



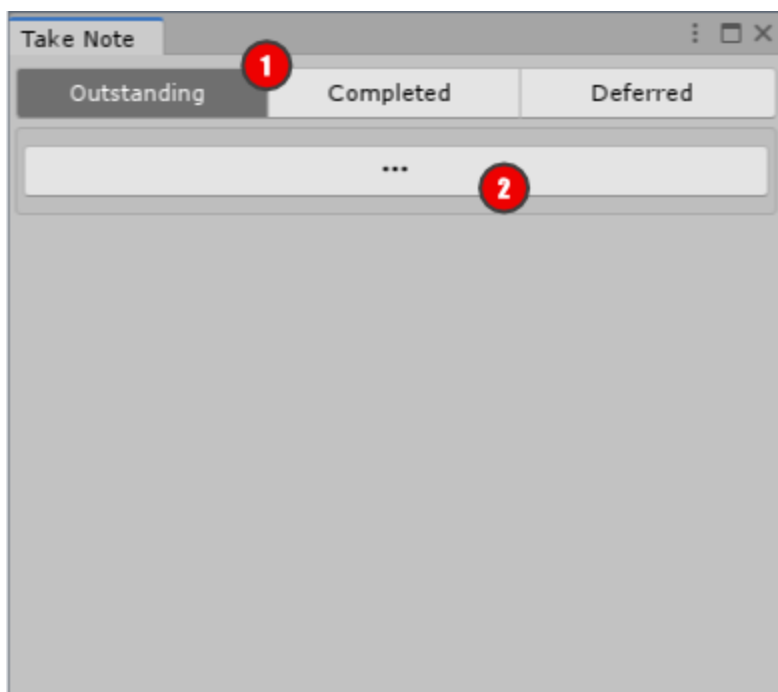
### Upgrading from Take Note v1 *Where did my Tasks go?*

Task information was previously stored in subdirectory **C1453F92P** of the **Persistence** directory. **Take Note v1.1** does not use this subdirectory.

1. Close any open instance of **Take Note**.
2. Delete **empty Ledger** ScriptableObject that *may* have been automatically created in the **Persistence** folder.
3. Move **your Ledger** ScriptableObject out of the **C1453F92P** folder and into the **Persistence** folder.
4. You may now delete the empty **C1453F92P** folder.



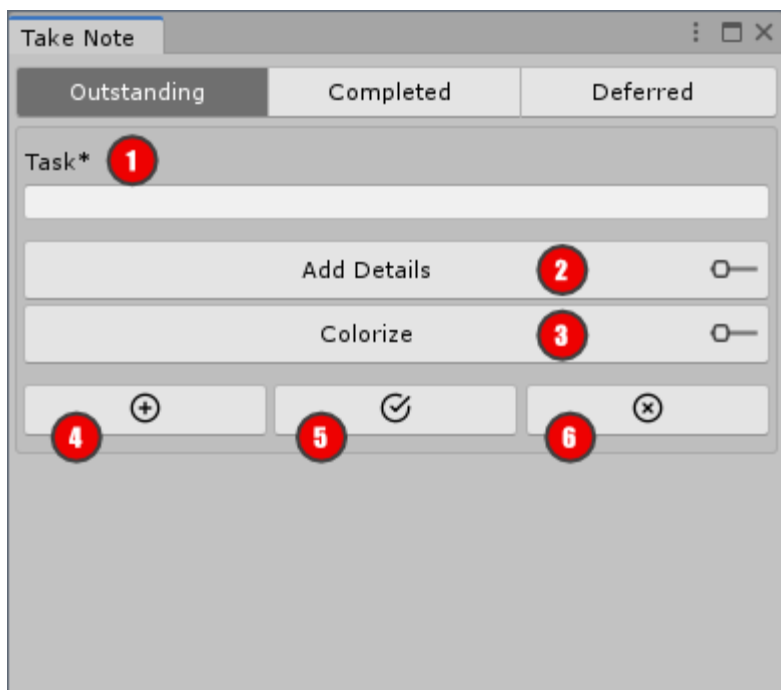
**Do note** that you cannot move your Ledger into the Persistence folder until you delete the autogenerated Ledger -if it exists. Ledger autogenerates at this location if not found upon initialization. **Disregard if not Upgrading.**



### 1) Task Toolbar

There are 3 task categories; *Outstanding*, *Completed*, and *Deferred* -for tasks you may do someday... but not today.

### 2) Show Add Task GUI



### ADD Task GUI

#### 1) Task Title

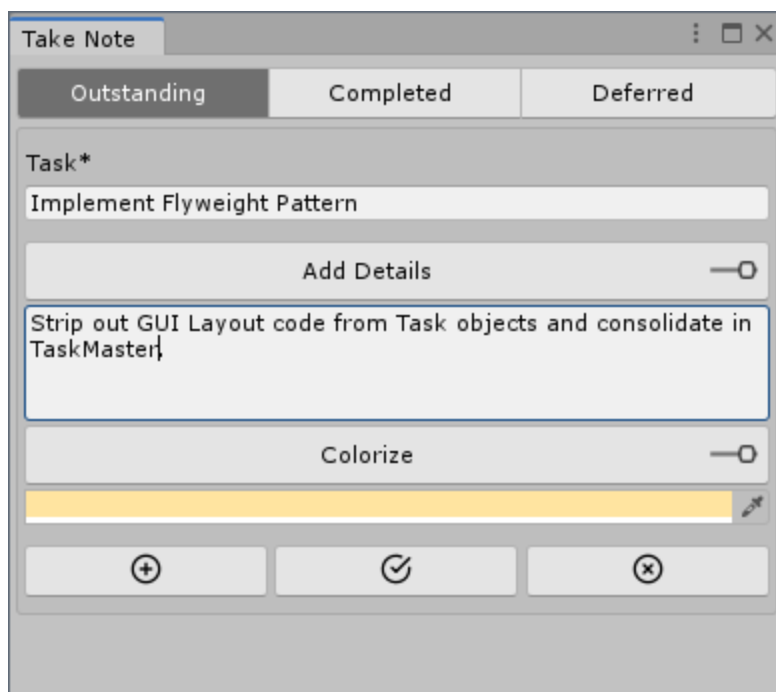
#### 2) Turn On Details

#### 3) Turn On Colorize

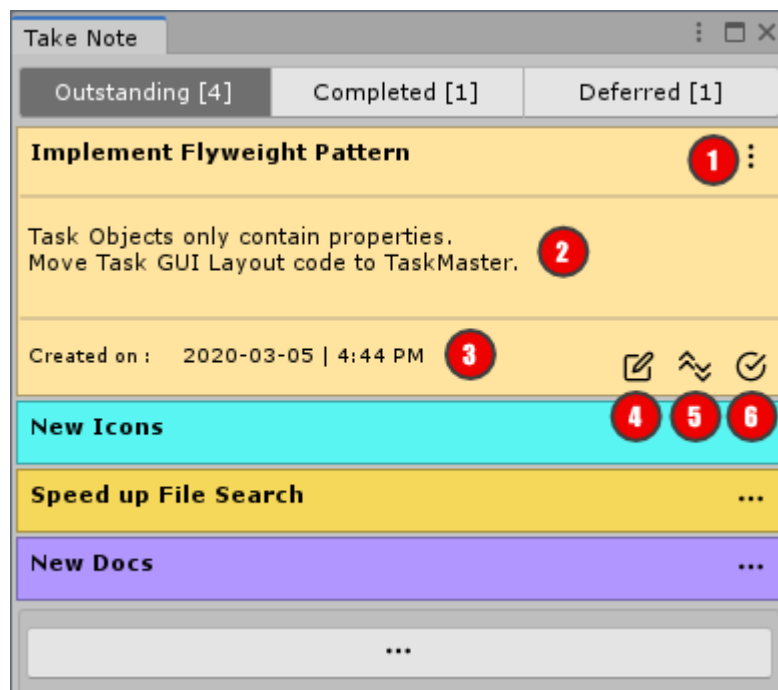
#### 4) Add Task

#### 5) Add Task and Close

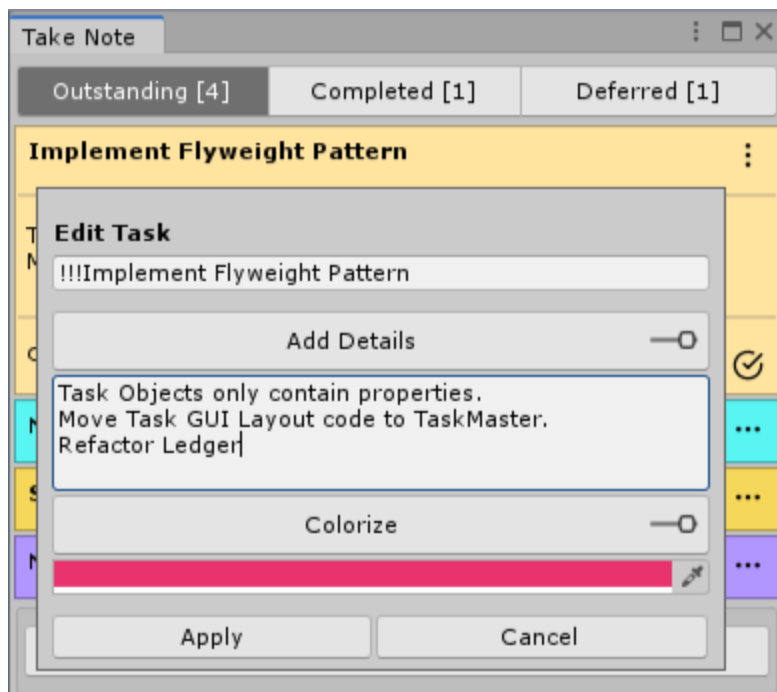
#### 6) Cancel



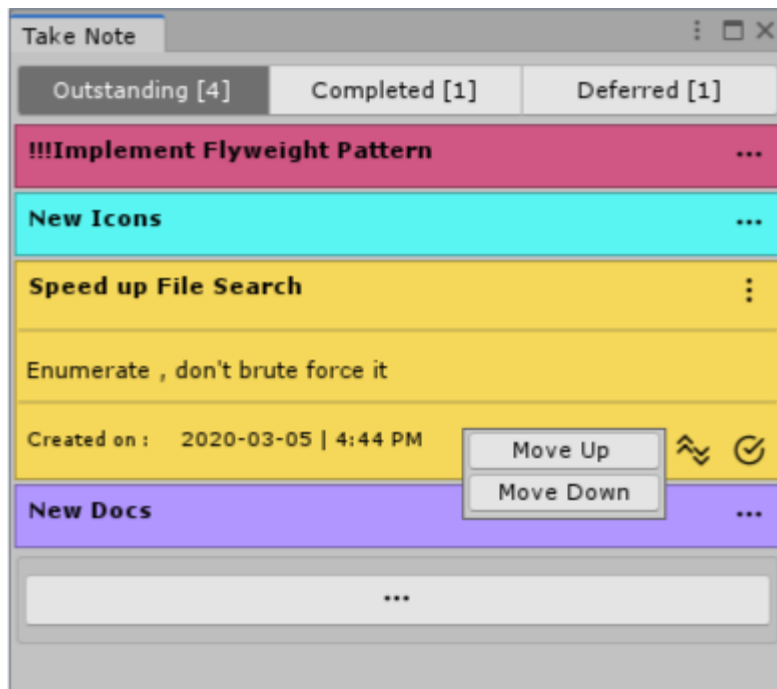
## Creating a Task



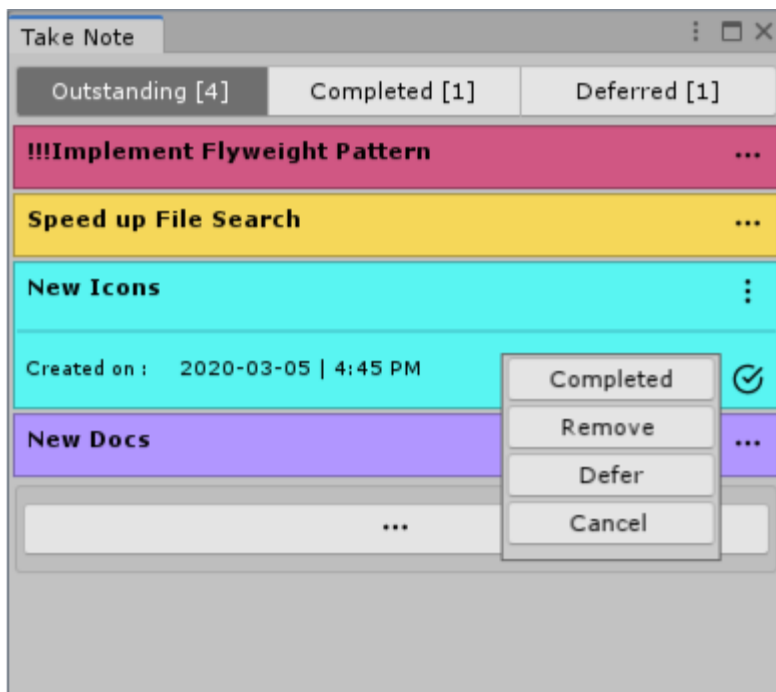
- 1) Show More
- 2) Details
- 3) Creation Date
- 4) Edit Task
- 5) Move Task Up || Down
- 6) Assign Task Status



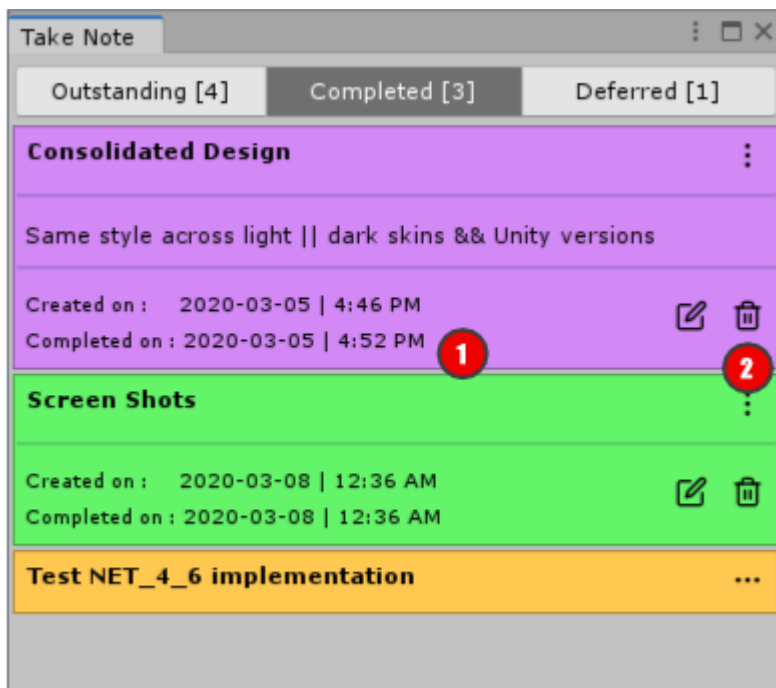
Edit Task Popup



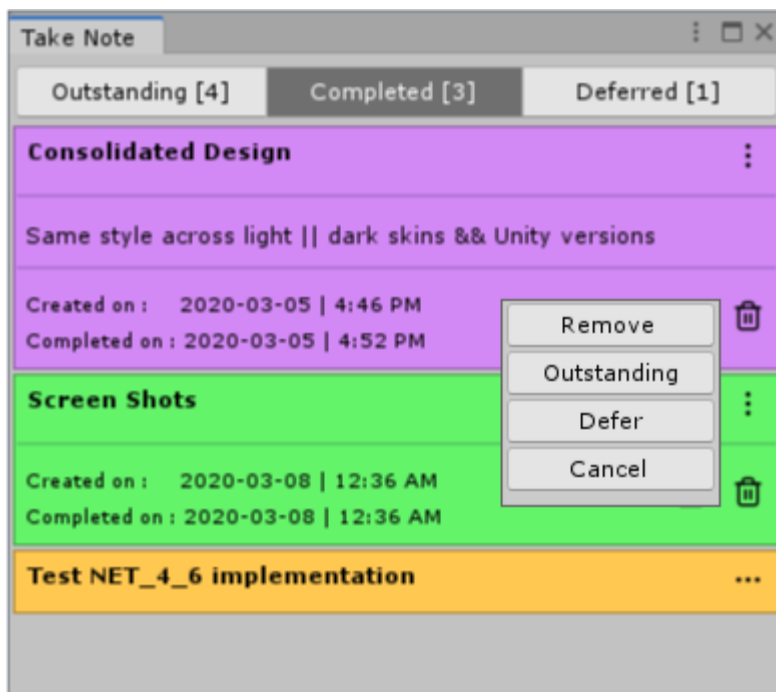
Reorder Task Popup



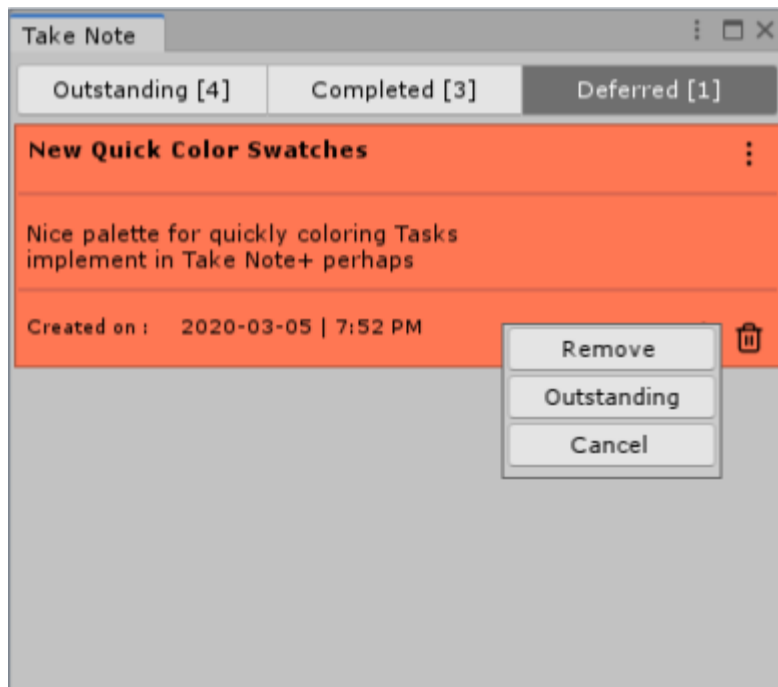
## Assign Status Popup



- 1) Completion Date
- 2) Remove || Change Status



Remove || Change Status  
Popup



Maybe Someday...

Help & Support: [robin@fugufirecracker.com](mailto:robin@fugufirecracker.com)