Comment Object Tool Document
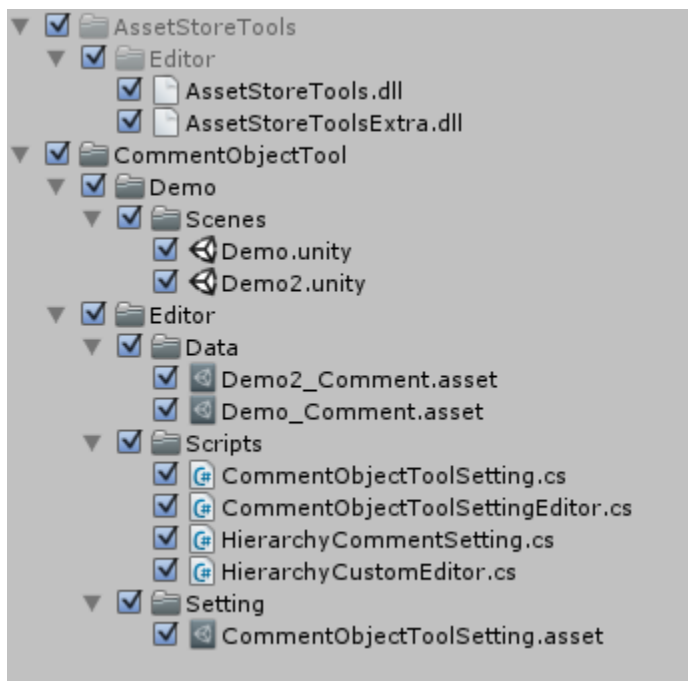

Introduce

Comment Object Tool (COT) is a editor tool that let you can leave a comment in a game object. You can easily add comment without adding any special component or object, so your scenes are not affected in build.

Import package

After importing Comment Object Tool package, you will see a folder structure like this

Open Demo scenes

Open Demo folder you will see 2 scenes: Demo & Demo2. These folders only have empty game object, nothing special components added. You will see some objects have a comment.

How to use

Adding comment:

- Select a game object in Hierarchy, you will see a small button at the left of the selected.
- Press this button, a small text box will appear for you to write comment. You can use rich text format like: <color>, <size>, <b>, <i>,…
- Press anywhere to submit.
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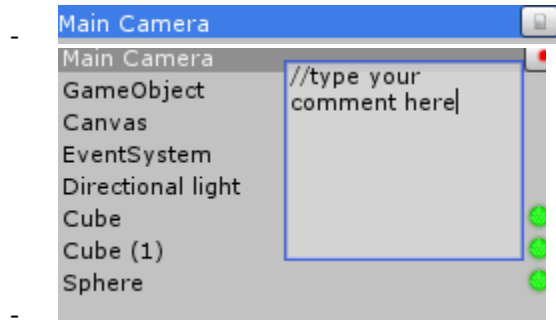
Delete comment:

- Select a game object that has a comment in Hierarchy, you will see a small red button at the left of the selected.
- Press this button to delete comment.

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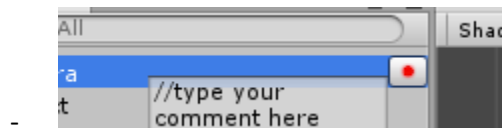
Show comment in Scene view:

- By default, the show comment in scene view is active.
- You can toggle show/hide by press hotkey Ctrl/Cmd + Alt + C or Tools->Comment Object Tool -> Toggle all comment visible.

Setting

Open tool setting by Tools->Comment Object Tool->Open setting.

You can save all your comments data to a single object or multiple objects (for working in a team) or select another location to save comment data.

Open comment setting for scene(s) by Tool -> Comment Object Tool->Open current scene comment or Ctrl/Cmd + Alt + V.

You can disable comment feature for scene(s) and see all comment data here.

Contact me if you have any question or suggestion, my email: **toanlove371@gmail.com**

Thank you for using Comment Object Tool