

Example Readme Script

Readme is component that allows you to add any type of notes or documentation directly to a Prefab or GameObject. It's usefull when a note is specific to to this object as a whole and not able to be included as a file or script comment.

You can add it as plain **text** or include styling.

Supported Styles

- * **Bold**

- * *Italics*

Semi-Supported Styles

These are styles that have to be added with tags manually but still work.

- * Color: **Red**, **Green**, **Blue**!

- * Size: BIG

Object References

Object references can be draged and dropeed to create inline references.

- * Scene: Example (UnityEngine.SceneAsset)

- * Game Object:

- * Prefab:

- * Script:

- * File: Toon Treasure Chest (UnityEngine.Default...

- * Folder: Toon Treasure Chest (UnityEngine.Default...

Toolbar Features

- * Change font color

- * Change font style

- * Change font size

- * Bold toggle button

- * Italics toggle button

- * Add object field button

- * View the source for quick editing

- * Advanced tab for debugging