Neato Tags "Quickstart" Guide

Unity 2021.3+
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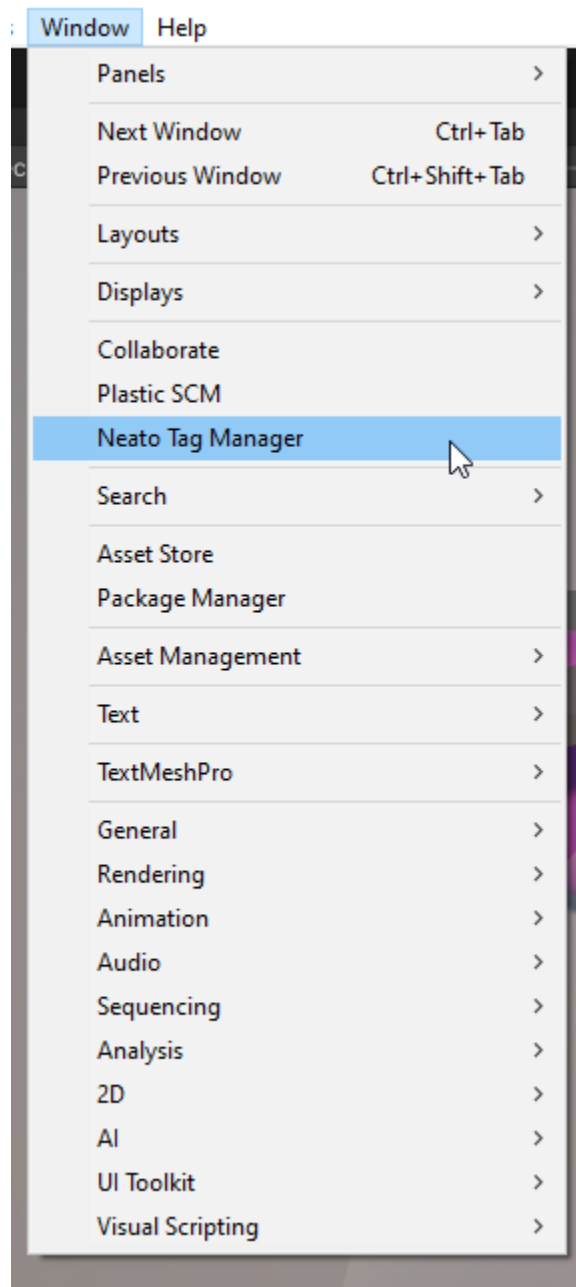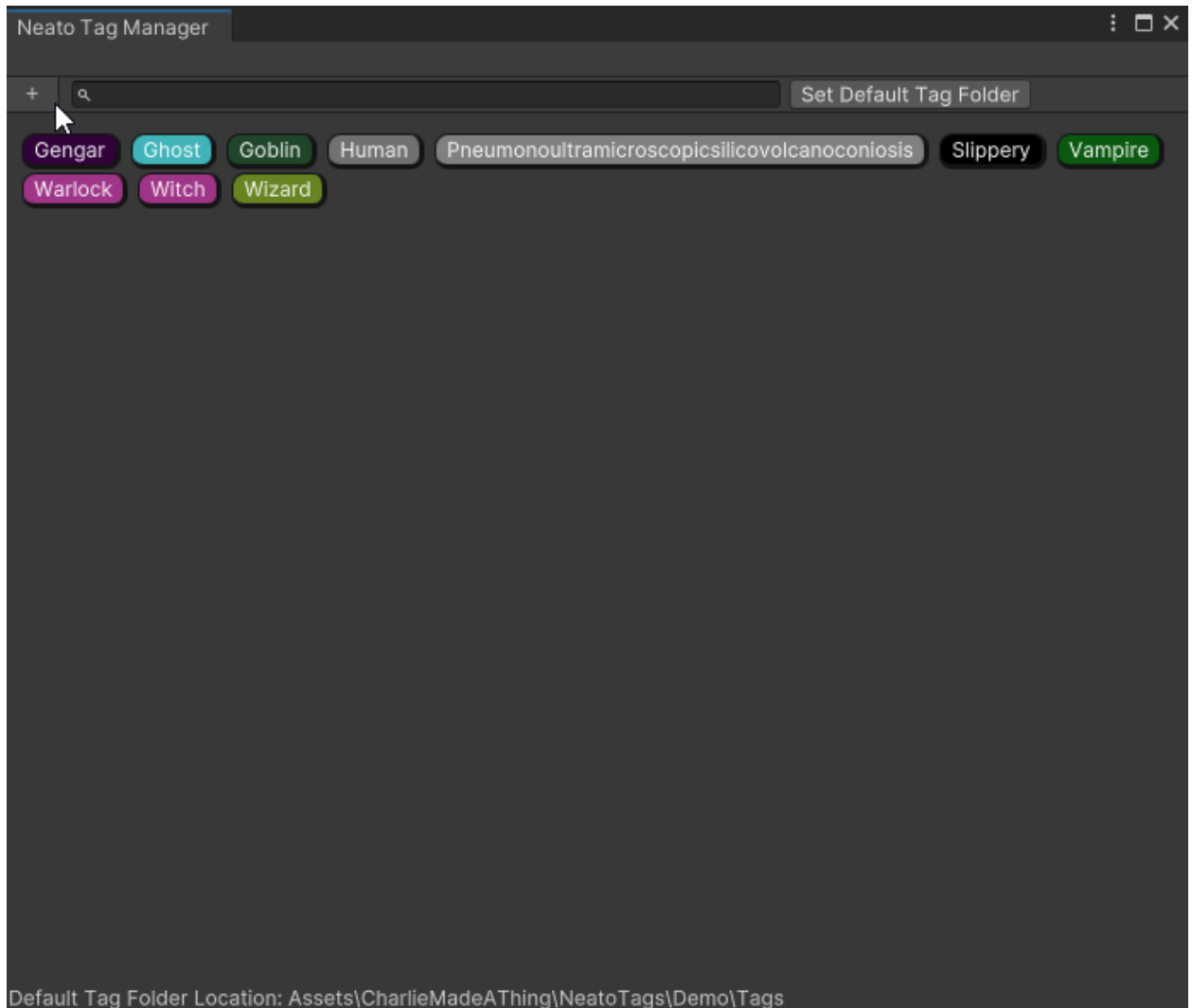https://charliemadeathing.com/

Creating Tags

There are multiple ways to create tags.
1. Right-Click in your Assets folder then click Neato Tags then New Tag.
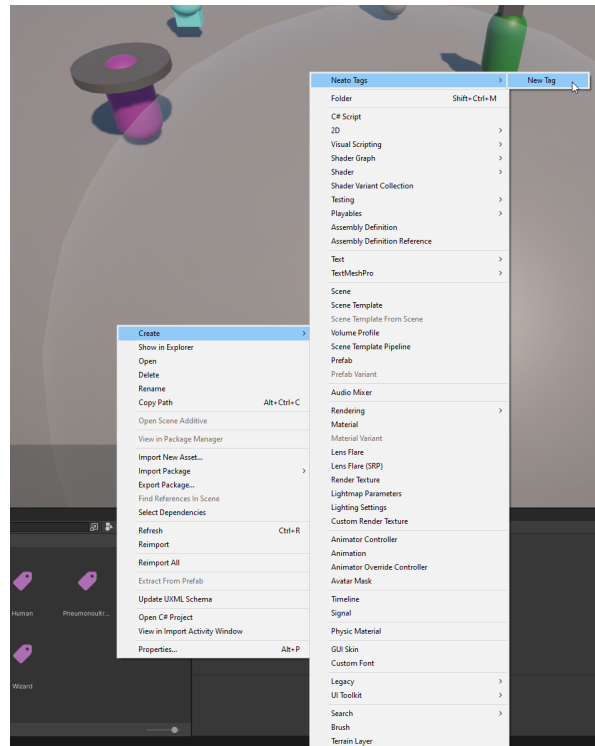
2. In the Tag Manager. Click Window then Neato Tag Manager. Then press the + button.

3. The Tagger Component. When attached to a gameobject press the Edit Tagger button and then Create Tag. *This will get added immediately to the GameObject's tags.* Use the TextField next to it to give it a name before creating it.
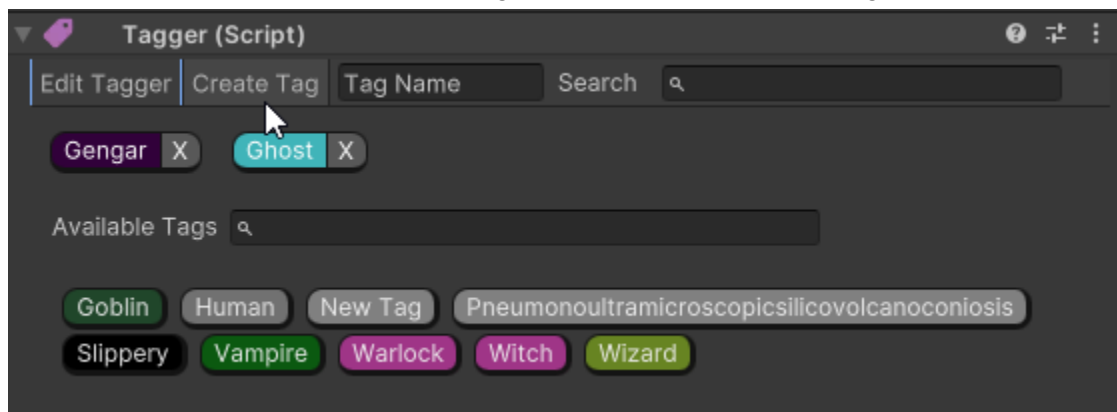
Editing Tags

Once your tag(s) are created. Now you want to edit them, right?
Neato Tags have 2 properties, Color and Comment.
You may add more fields if needed but they might not be displayed properly or at all.
The Color field is used to give tags their color and the Comment field is to leave a note about the tag. When your mouse hovers over a tag the comment is displayed as a tooltip and when a tag is clicked in the Tagger Component it will open up the Neato Tag Manager with the tag selected.
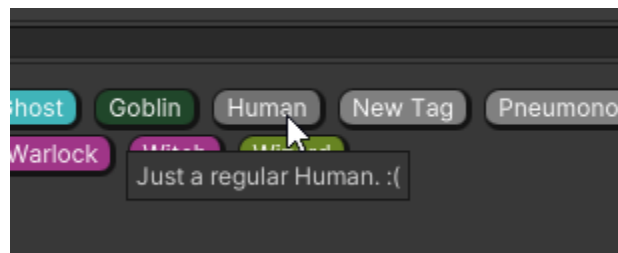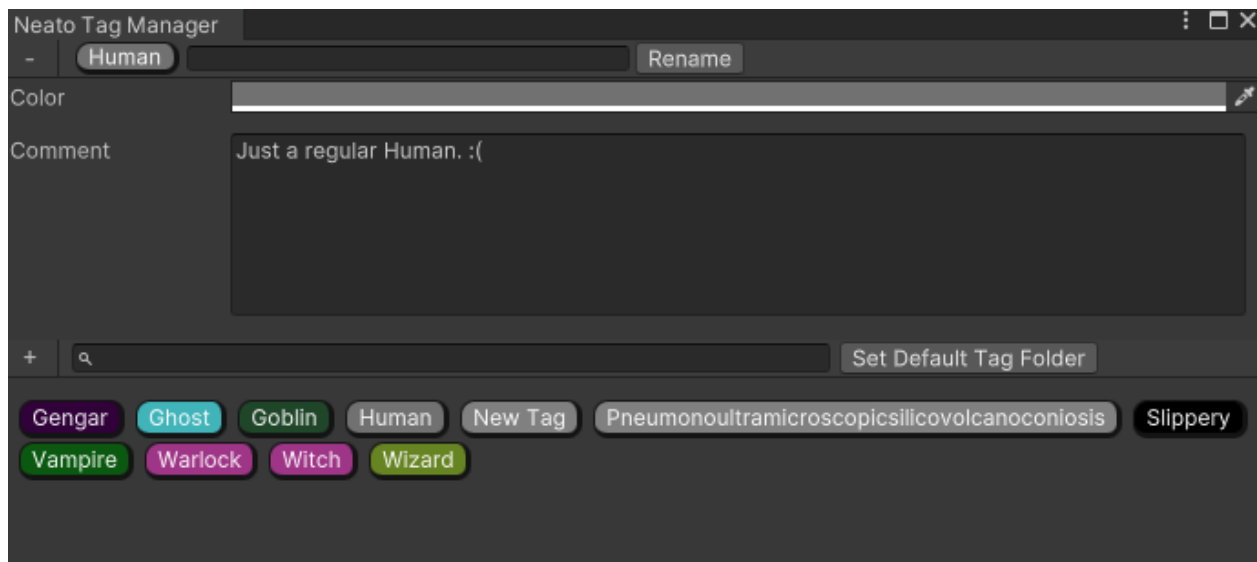

The recommended way to edit a tag is from the Neato Tag Manager but you may also click on the asset itself in the project folder and edit it from there in the inspector.

NeatoTags will find all tags in the project but it is recommended to set a default location for tags so when new ones are created you know where they are. You can do so by clicking the "Set Default Tag Folder" button in the Neato Tag Manager. The location will be displayed on the bottom of the window.
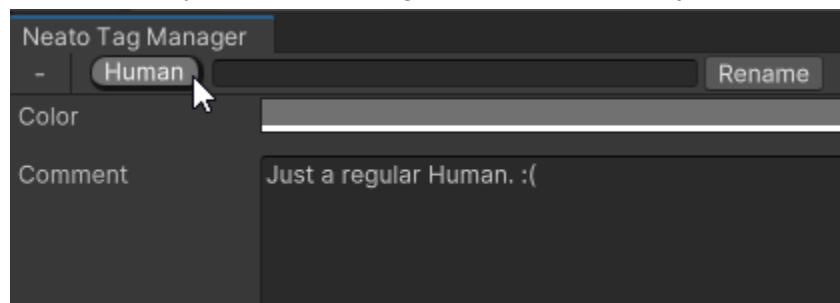
To delete a tag either select a tag in the Neato Tag Manager and click the "-" button.
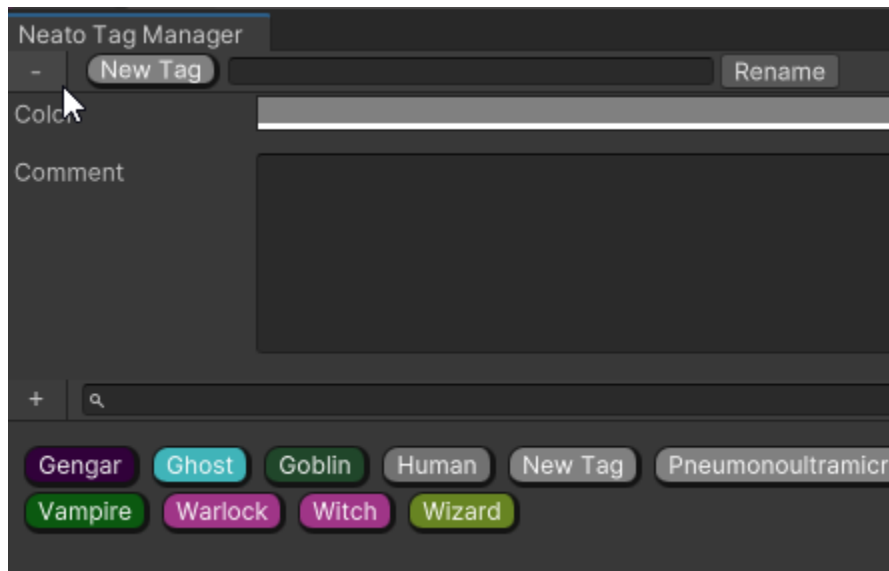
Or delete the asset directly in the project folder.

Hot Tip: Clicking the tag at the top of the Neato Tag Manager when a tag is selected will select and show you where the tag is located in the project folder.

The Tagger and Tagging

Now you have your tags and you are ready to use them!
Any GameObject that you want to contain tags will require the "**Tagger**" Component.
To add a tag, click the Edit Tagger button and then click the tags you want. You can also search to quickly find what you want.
The top search bar searches the tags marked on this GameObject and the bottom search bar searches all tags not on this GameObject.
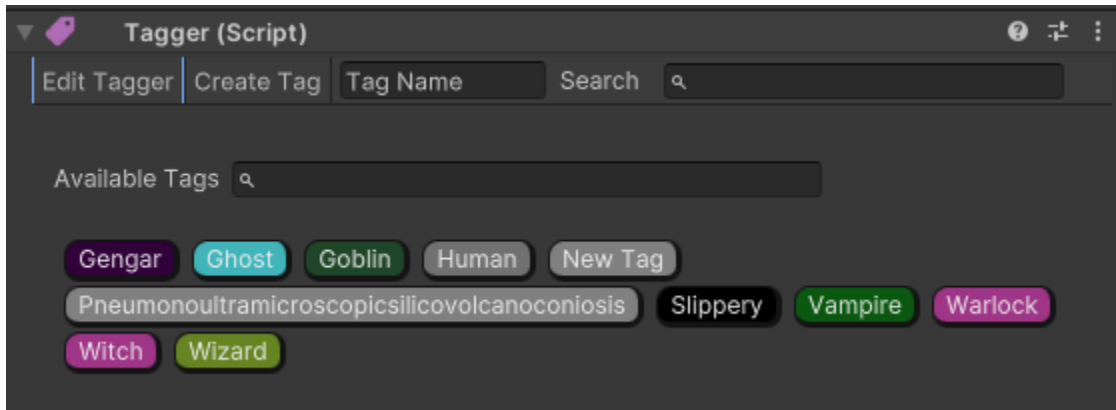
To remove a tag you can click the "X" next to the tag when Edit Tagger is clicked.
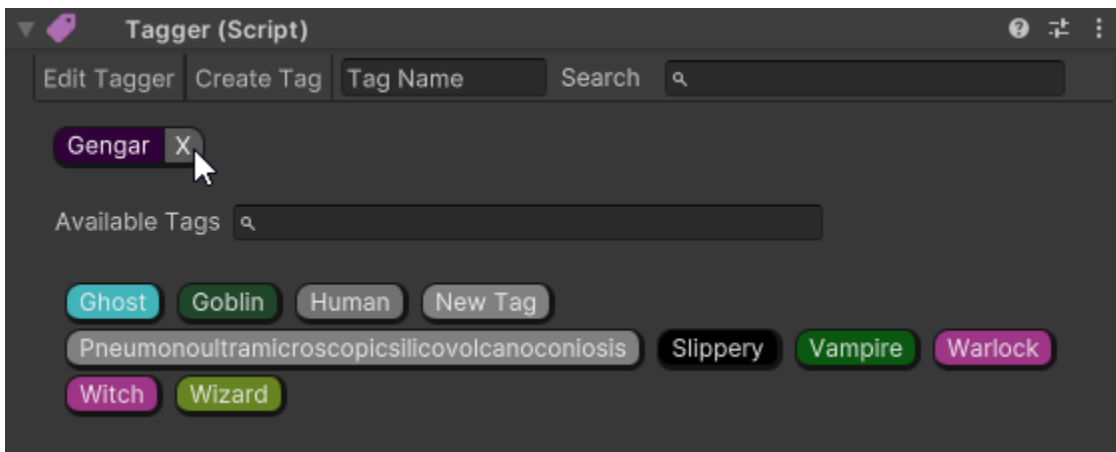
Multi-Object Editing

(Neato Tags Version 1.1+)

You can now add tags to multiple selected gameobjects!
Adding/Removing tags while having multiple selected will affect all selected.

When selecting multiple gameobjects the tags in the Tagger component will display a number
based on how many of the selected gameobjects have that tag.

In this example I have 4 gameobjects selected.
Cube(3) means of the 4 gameobjects selected 3 have this tag.
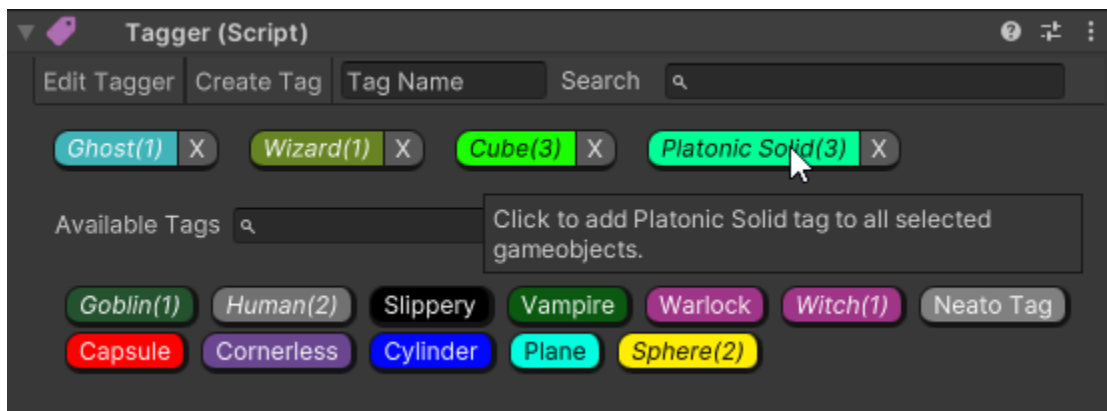
You can then click on Edit Tagger then any tag you click will be added to all selected
gameobjects!
Using the Create Tag button while having multiple gameobjects selected will add the new tag to
all selected gameobjects.

Using Tags

Now you are all set and want to find things using tags, I bet!
There are 2 ways of using functions to do things with tags.

1. gameObject

I have added extensions methods to the gameObject to access the tagger functions.

Examples:

gameObject.HasTag()
gameObject.HasTagger()
Etc.

2. Tagger Component

You can use it to also call functions.

Examples:

tagger.HasTag()
tagger.AnyTagsMatch()
etc.

Open the API_Reference PDF to see in detail all the functions.