

COMMENT NODE

View online: <https://www.construct.net/en/make-games/manuals/construct-3/project-primitives/flowcharts/comment-node>

The comment node is a secondary type of node that can be added to a [flowchart](#).

Unlike regular [nodes](#), which represent a state and can have information, these are meant to be used exclusively as notes to describe what is going on in a certain part of a flowchart and have no impact at runtime.

Creating comment nodes

To create a comment node in a flowchart, open a [Flowchart View](#) for it from the [Project Bar](#) and then right-click in any empty space of the Flowchart View and select the **Add comment node** option from the context menu. Doing that will create a node at the position of the pointer.

For more information on further editing of nodes, see the [Flowchart View](#) section of the manual.

Main comment

The main body of the node is a text box that can be clicked on to write in it.

Comment nodes can overlap with other nodes and are always shown below nodes which have a logical purpose in the flowchart.

Node properties

Caption

An editor-only property. This is an optional name that can be given to a reference node to help distinguish it from others.

Color

An editor-only property. This is an optional color that will be applied to the border of the node.

Font

An editor-only property. The font to use for the main comment.

Size

An editor-only property. The size of the font used in the main comment.

Bold

An editor-only property. Formats the main comment text to be **bold**.

Italic

An editor-only property. Formats the main comment text to be *italic*.

Font color

An editor-only property. The color of the main comment text.