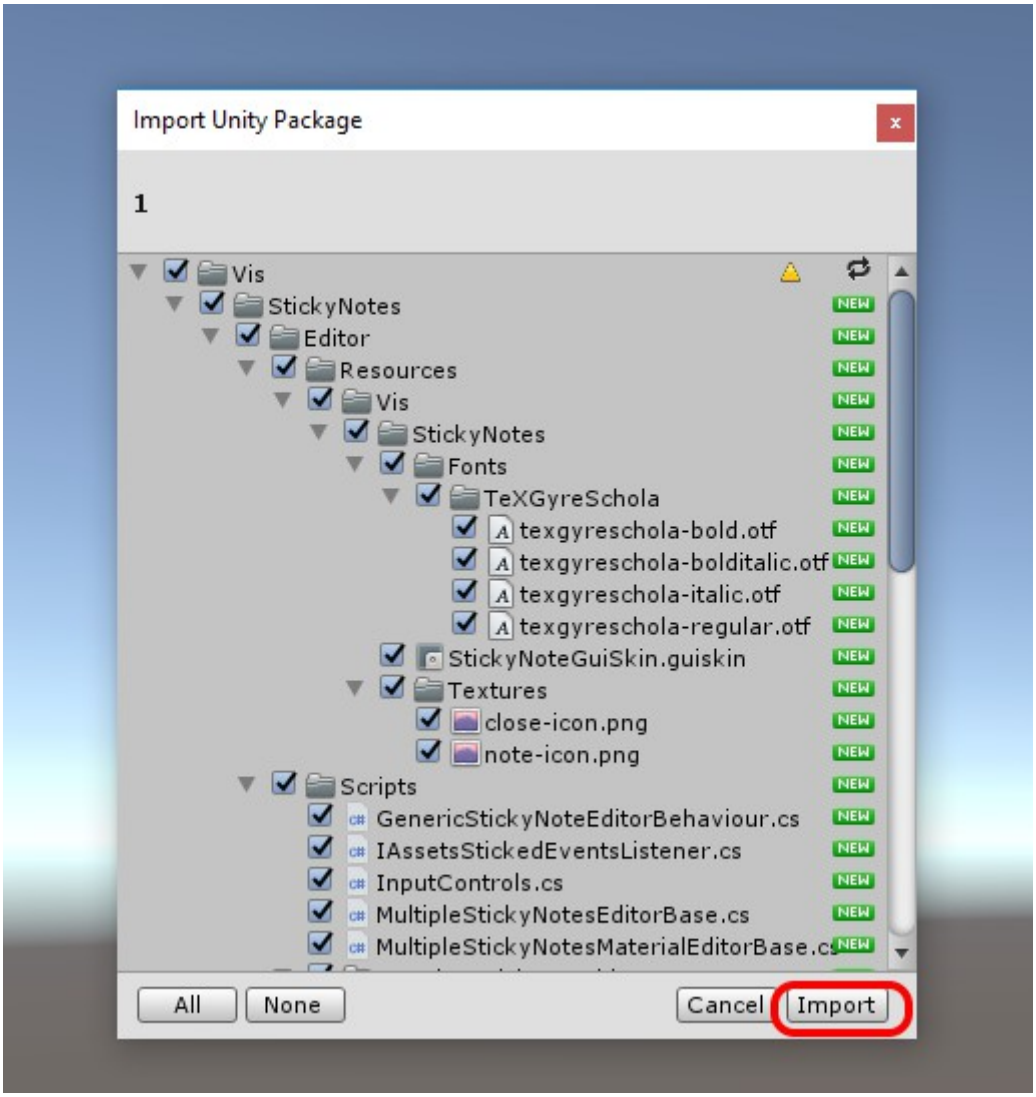
StickyNotes user manual

In this document you will find the instructions on how to set up and use StickyNotes.

How to set up

Step 1.



Import package from asset store.

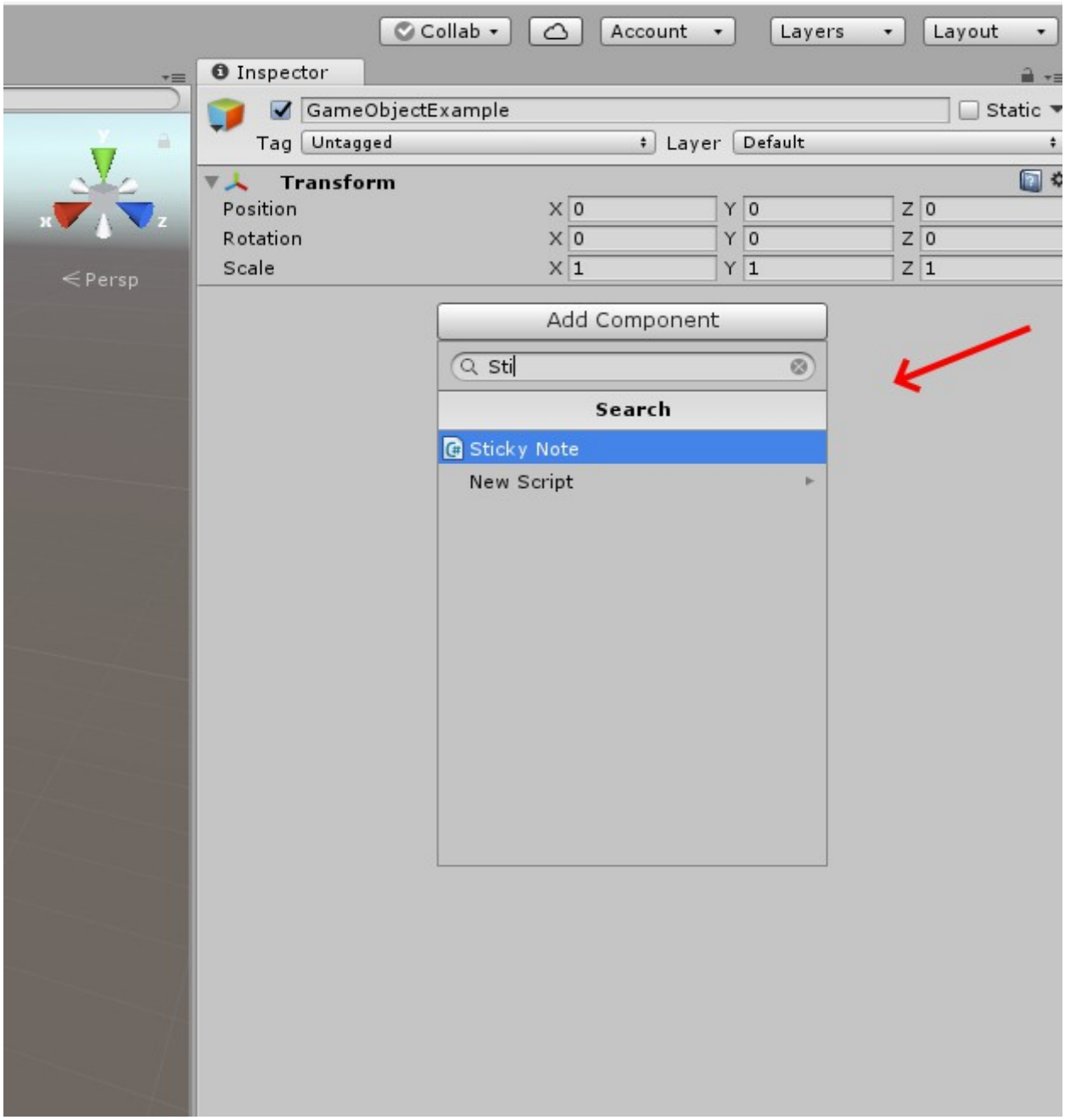
Step 2.

That's all! Now you can manage your sticky notes in project!

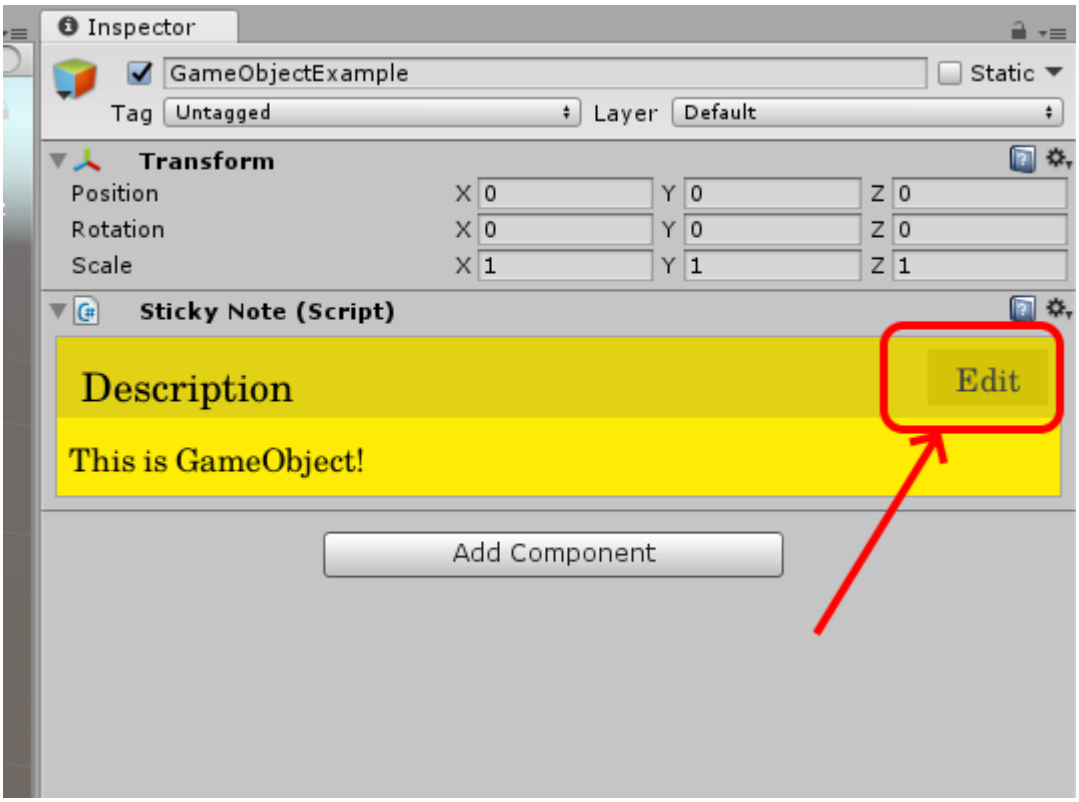
How to use

Components

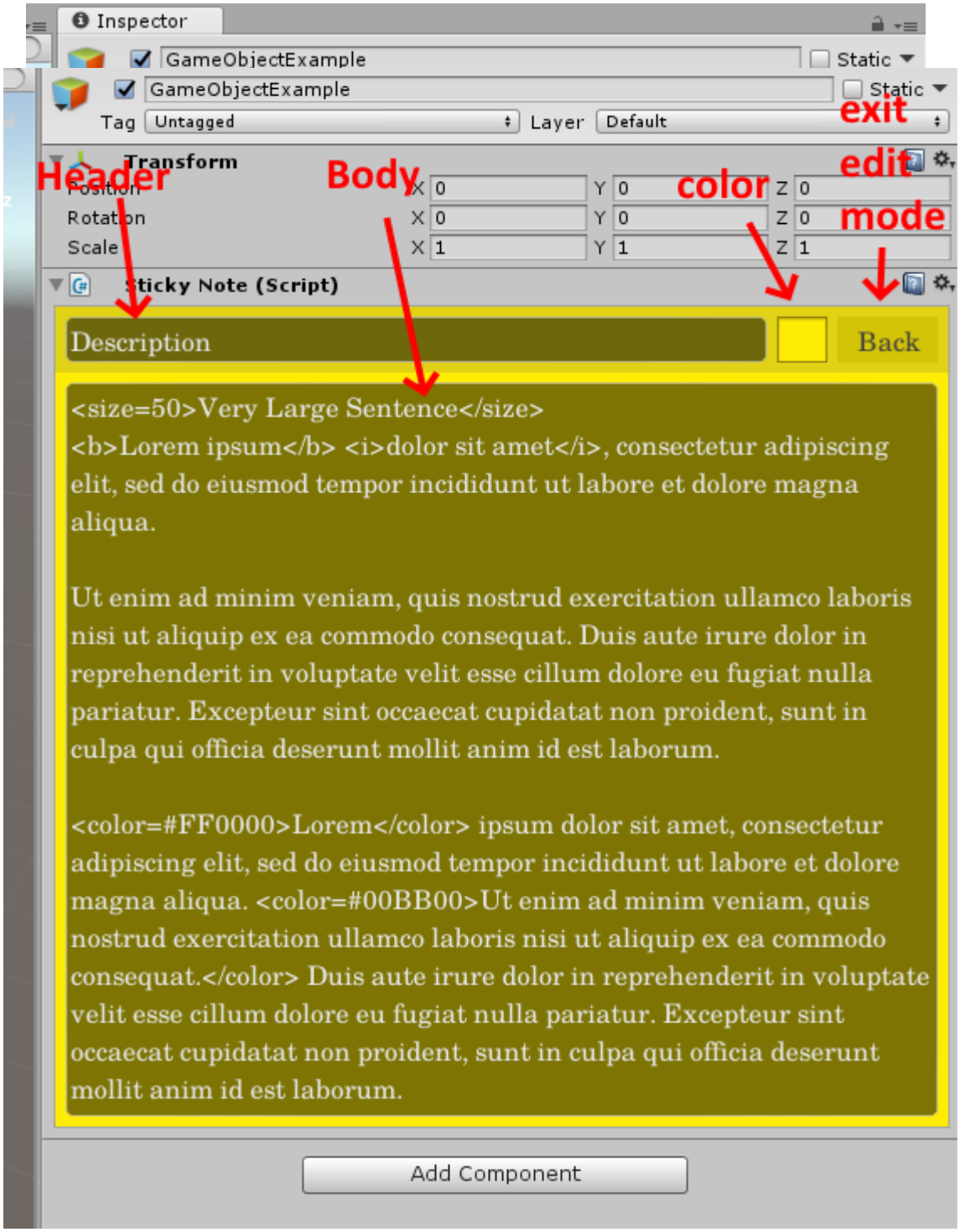
Just add *StickyNote* component to a GameObject standard way – by clicking *Add Component* button in a GameObject inspector and finding *StickyNote* component.



Now you can edit sticky note by clicking *Edit* button



Edit mode allows you to set Color of a note and any text for Header and Body



You can exit *edit mode* by clicking *Back* button.

You can use Rich Text tags when editing texts. They are:

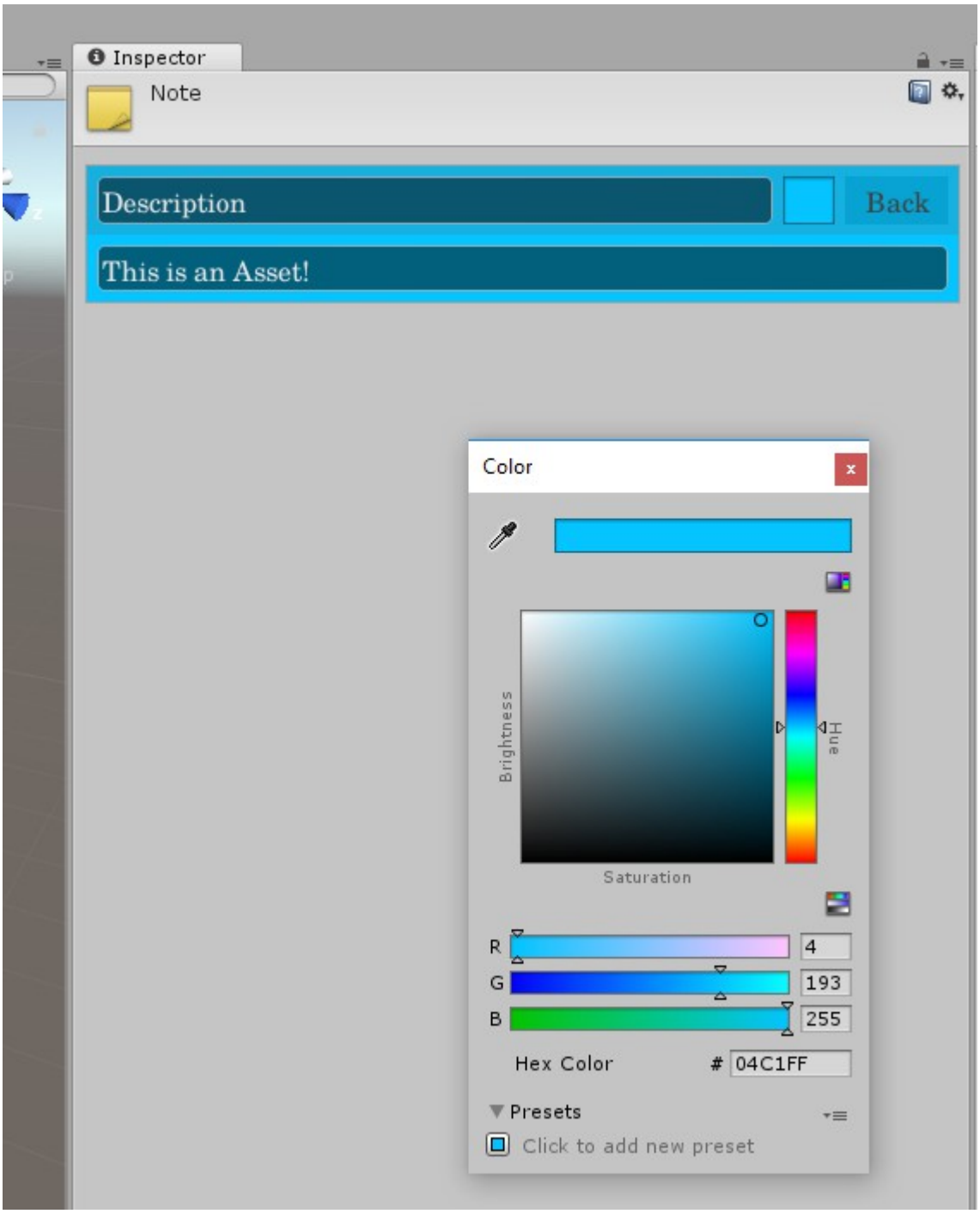
<b> - bold

<i> - italic

<color> - color (use hex representation for that like #00FF00)

<size> - set size of font

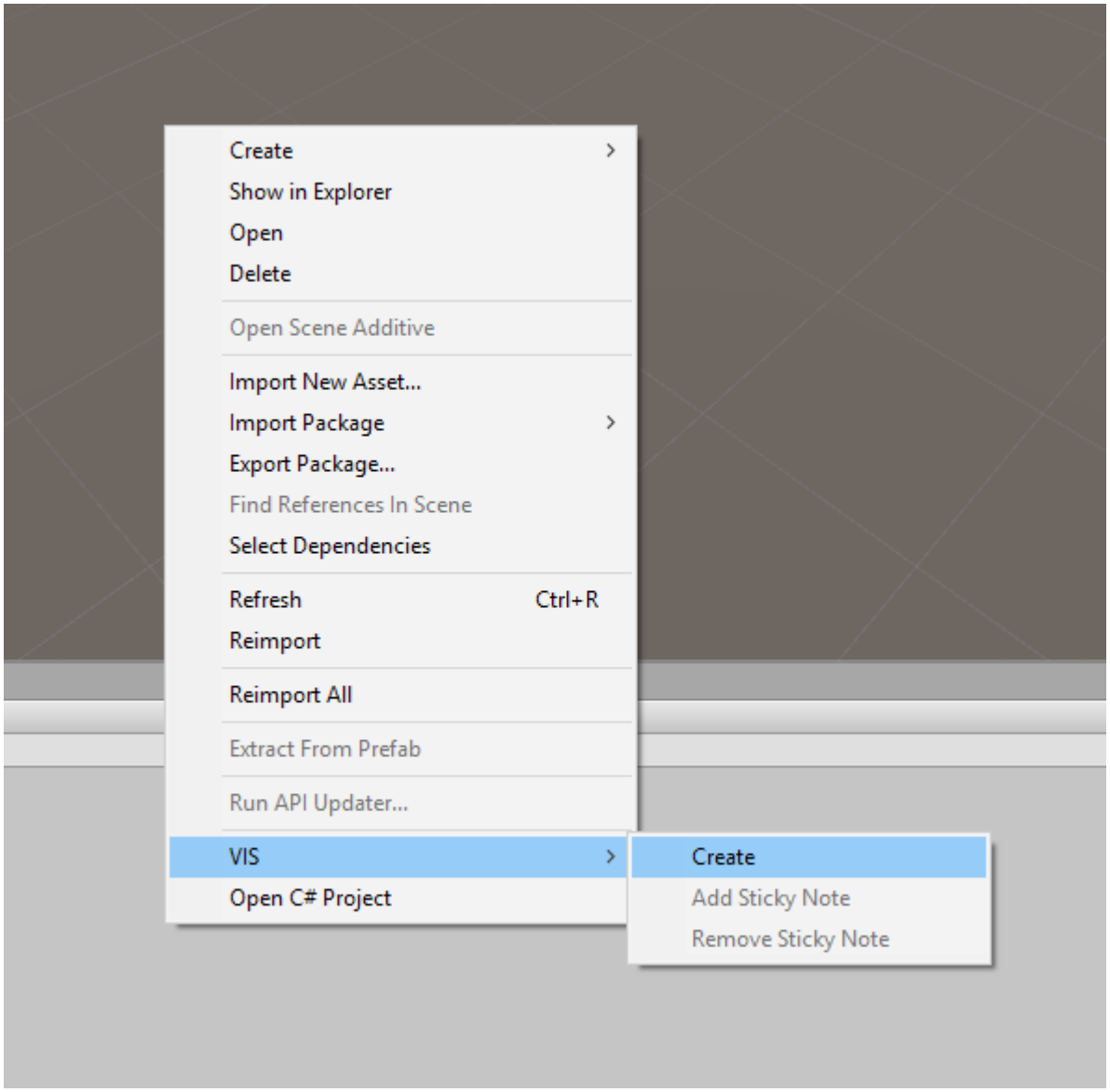
When you click *Color* button – standard Unity color picker window pops up and allow you to customize color of note.



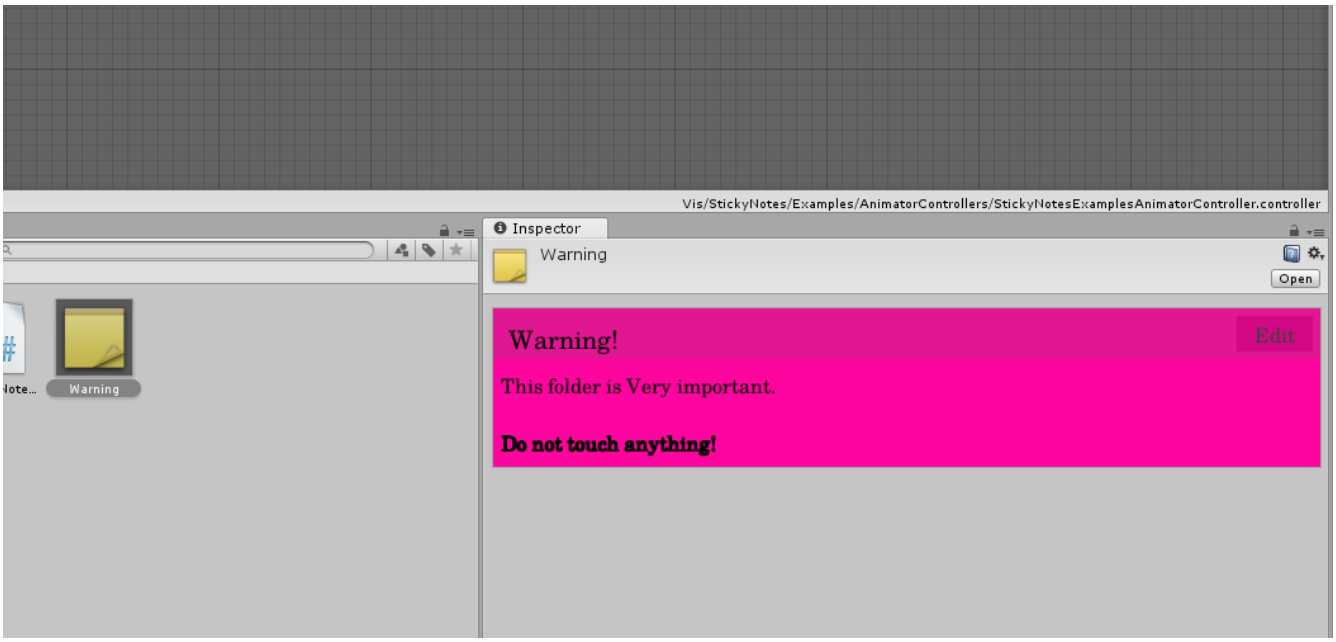
Assets

You can create standalone Note-assets and embedded ones.

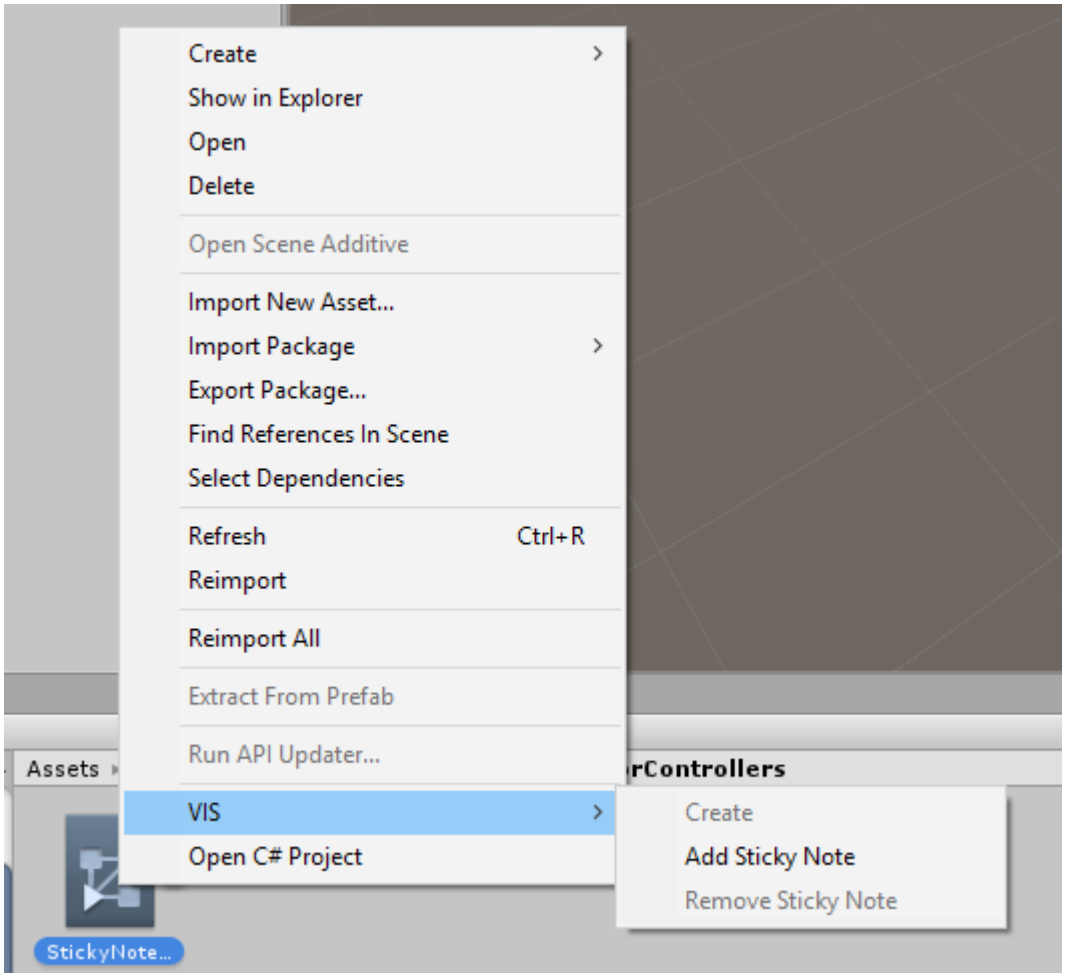
To create Standalone asset, right-click on the empty directory area in *Project* window and choose *Vis* → *Create*



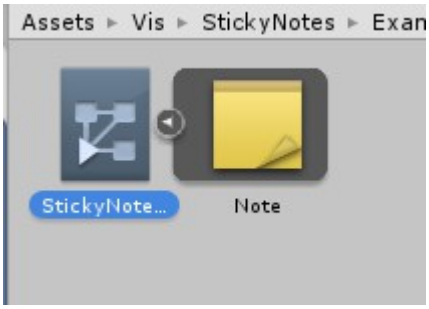
Standalone Sticky Note asset will be created in that directory and it can serve as a Note for the whole directory:



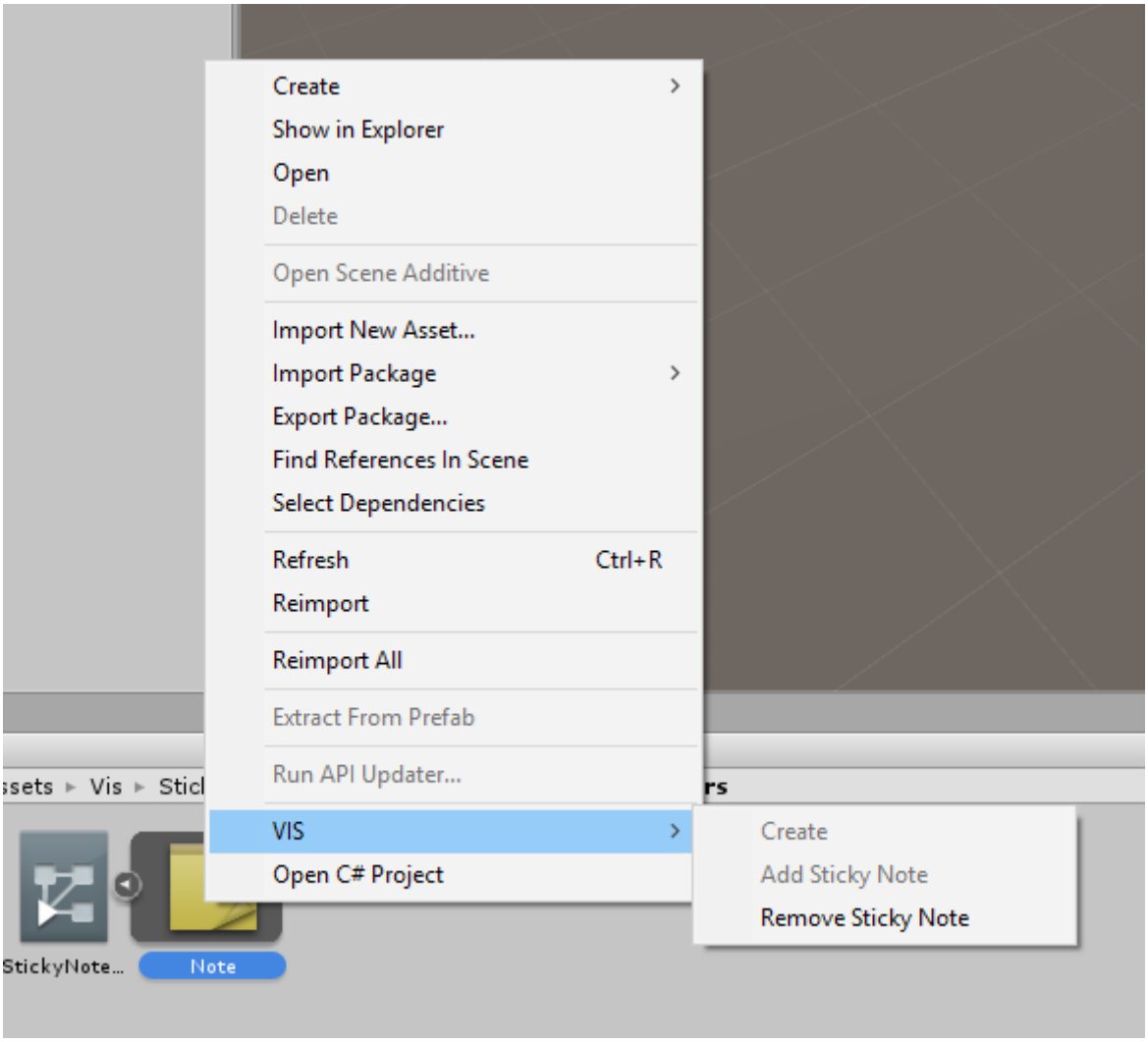
You can add Sticky Notes as sub-assets to existing assets also. For example, you can right click on *AnimatorController* asset and choose *Vis → Add Sticky Note*



You'll find all sub-assets by unfolding parent asset with a little triangle button.

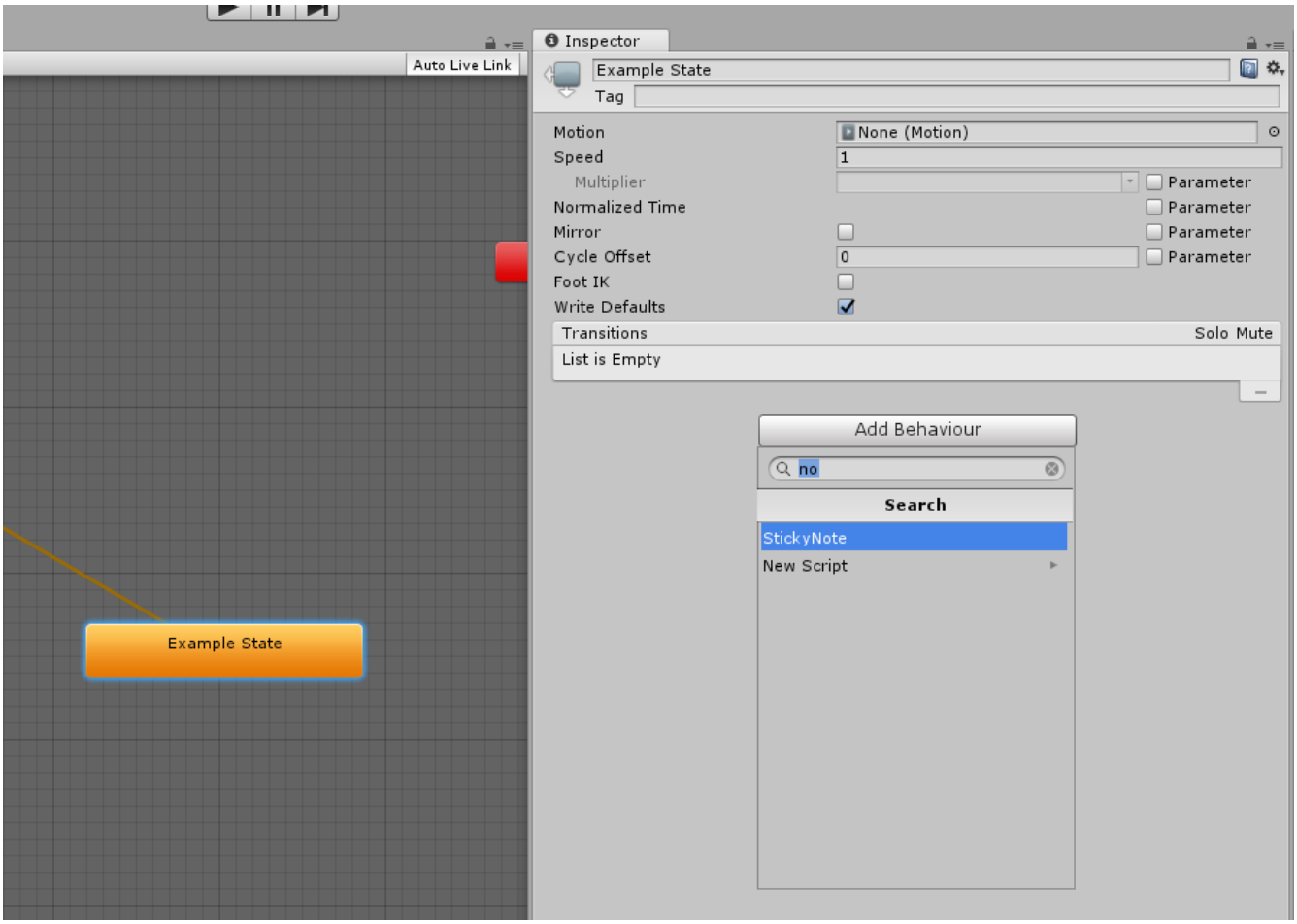


To remove sub-asset right click on it and choose *Vis → Remove Sticky Note*

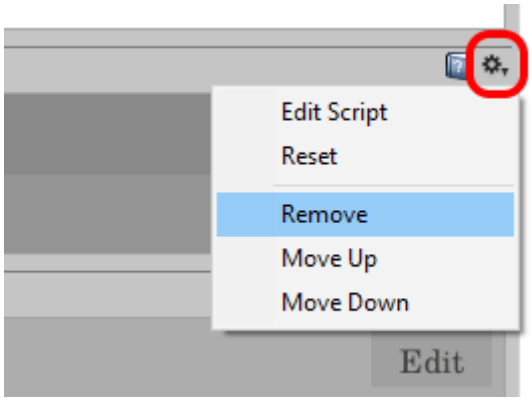


StateMachineBehaviours

To add a Note to AnimatorState click on *Add Behaviour* button, just like adding regular StateMachineBehaviour script, and choose *StickyNote*.

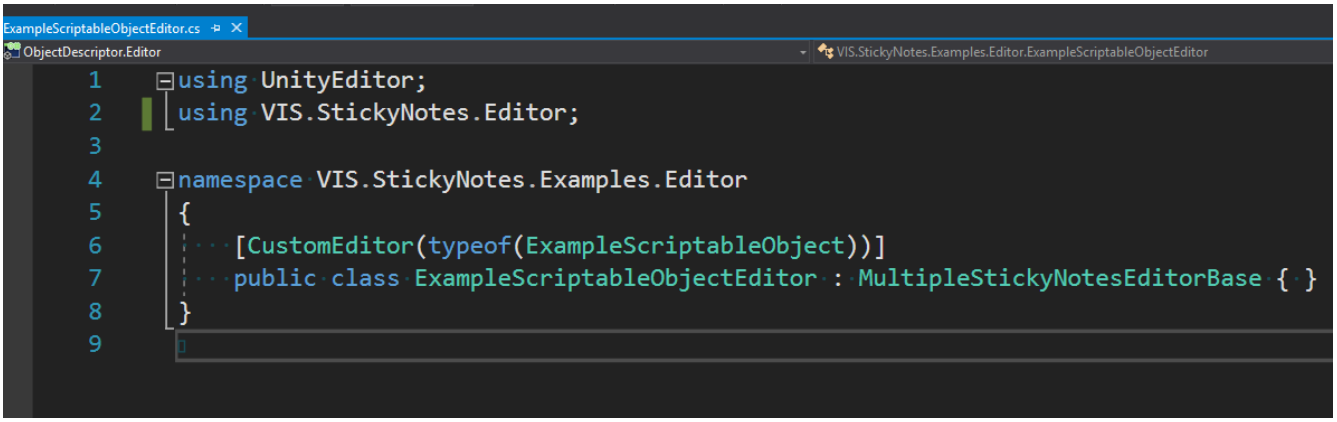


To remove – click on little gear button and choose *Remove*

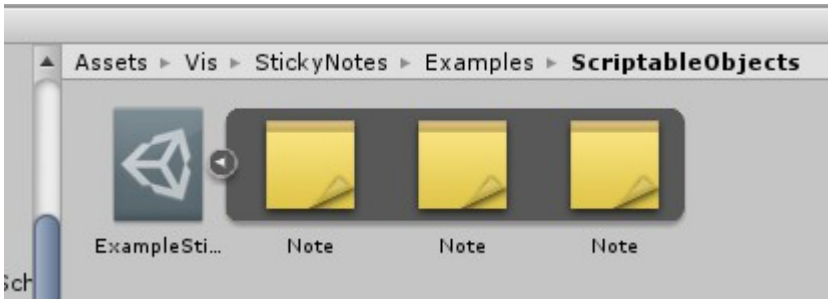


Extending Your Custom Asset Classes with StickyNotes scripting API

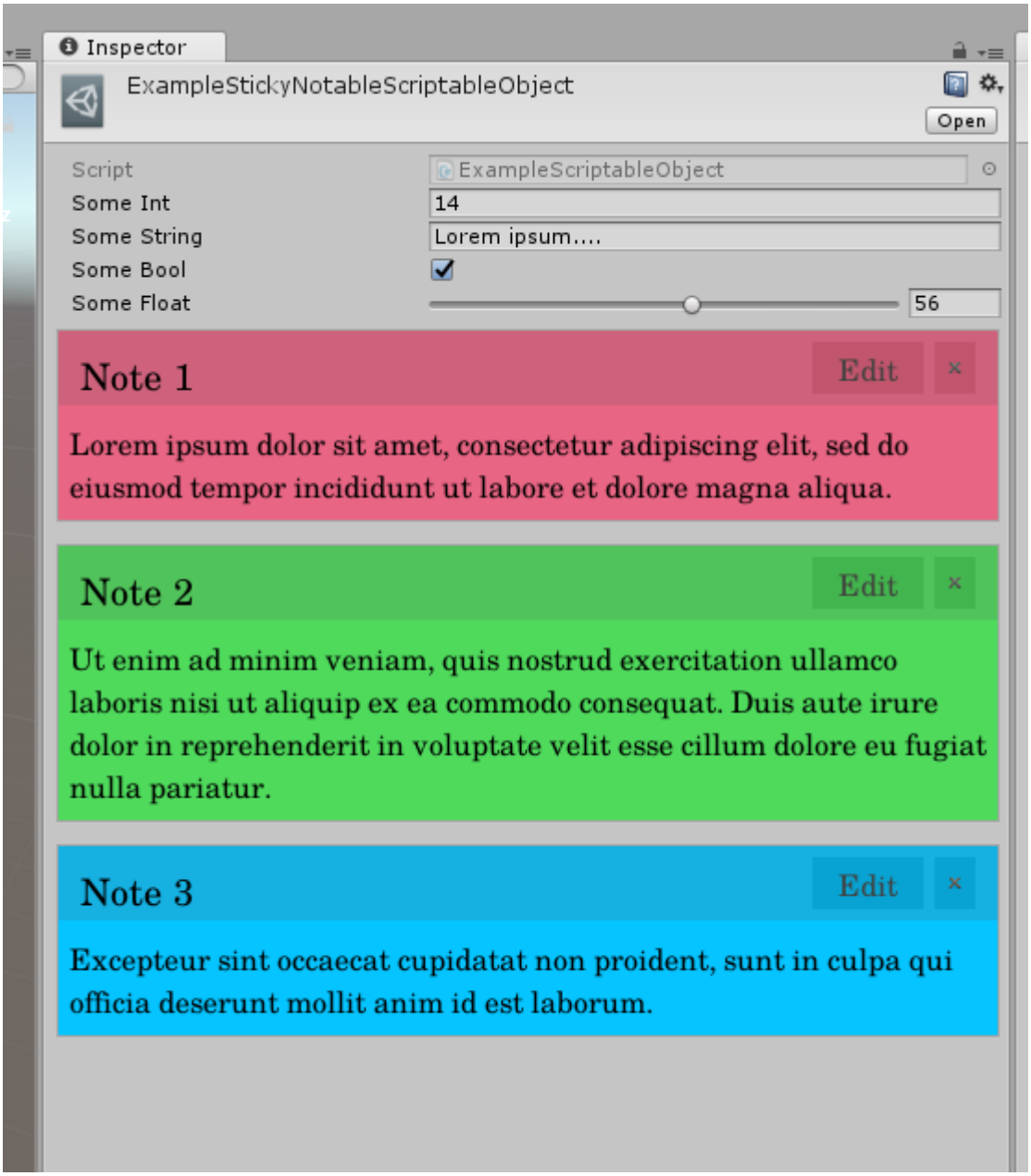
To extend your asset class with StickyNotes sub-assets drawing, create custom editor class for the class you wish to extend (add CustomEditor attribute with your target class' type as a parameter) but inherit it from *MultipleStickyNotesEditorBase* class instead of regular *Editor* class. You'll find *MultipleStickyNotesEditorBase* class in *VIS.StickyNotes.Editor* namespace.



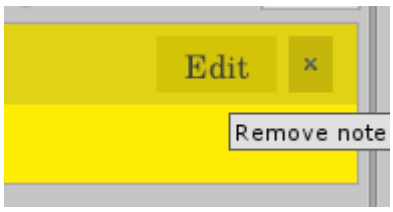
That's it! Now your asset will draw notes if there would be any note subasset inside it.



In other ways *MultipleStickyNotesEditorBase* will behave as regular *Editor* class, i.e. you can build your custom editors based on this class.



When StickyNotes embedded in such way, another notes-removing option will appear – with the *Close* button.



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