

# NOTE PLUS

## DOCUMENTATION



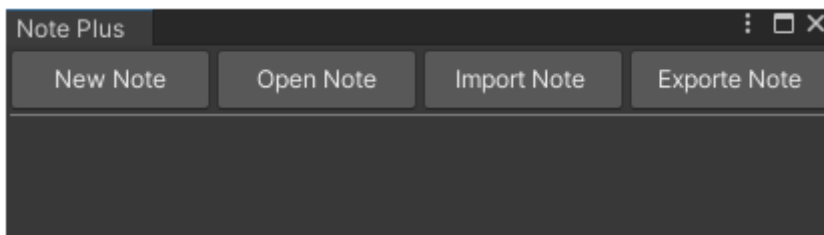


# How To Use

## 1- Open Editor (Shift + N)

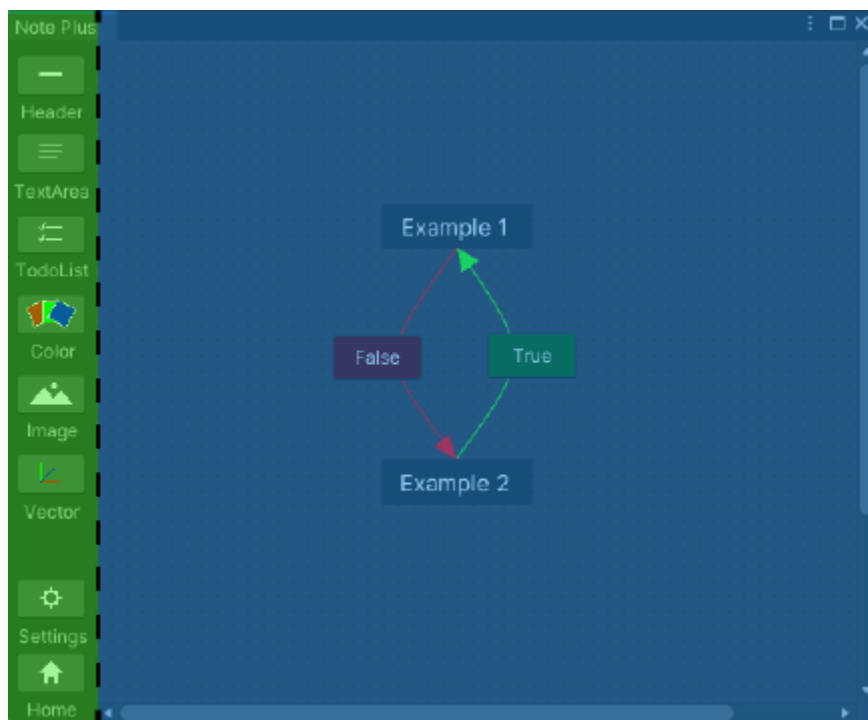
It can be opened with the **Shift + N** hotkey or Sentinel/NotePlus window.

## 2- Editor Tabs



Tab	Description
New Note	New note creation tab. The file path and name of the note to be created must be specified.
Open Note	Sorts existing notes. To open the note you want, simply click on it.
Importe Note	Imports the note. Supports ".txt" or encrypted protective note file ".snpd" extensions. Note data to be imported and the file to be created with this data must be specified.
Export Note	Exports the note. Note data to be created can be exported as encrypted or txt. Note and file path to be created must be selected.

## 3- Editor Interface



When we open the note, the screen that appears is divided into two parts. The blue area is the workspace. The green area is the area where the items that can be created and the settings of the items can be seen. The "Home" button under the green field leads to the home page. The "Settings" button contains the settings for the current workspace. All the properties of items that can be created are described in the items section of the document.



# Widgets

## Arrows

Connects two selected windows. It can be used as an arrow or just a line. A text field can be placed between the start and end. Drag the mouse to the middle of the line and click to move.

## 1- Header

It is used to create a title. It has settings like color, font, and font size. Easily editable. It can be attached to another item by drawing an arrow.

## 2- Text Area

It is used to create text area. Unity supports [Rich Text](#). It has settings such as color, font, and font size. Easily editable. It can be attached to another item by drawing an arrow.

## 3- To-Do List

It is used to create a task list. Takes on tasks such as recording project progress and making to-do lists. Press **enter** to add a new item. While on an empty item, the **backspace** key deletes the item. It has settings such as color, font, and font size. Easily editable. It can be attached to another item by drawing an arrow.

## 4- Color

Used to create a color palette. It can calculate RGB hex and RGBA hex codes of colors. It can be attached to another item by drawing an arrow.

## 5- Image

It can be used to add images to your note area. Easily editable. Color, drawing shape, alpha transparency can be adjusted. It can be attached to another item by drawing an arrow.

## 6- Vector

It is used to save or restore the rotation, position, scale and similar values of game objects using Vector. The type of vector to be used must be selected. It can be attached to another item by drawing an arrow.