




Quick Start Guide

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Create an Object

Press the  button in the Navigation Bar at the bottom of the window. By default, your new object's Type is a Page. Object Types categorize data structures and make them meaningful.




Add Content

Inside an object, start writing text, or type  to add a block—a dynamic piece of content. Choose from various block types, customize them and rearrange them by dragging and dropping to create beautiful pages.

Create a Widget in the Sidebar

Customize your navigation by creating widgets in the sidebar. This allows your navigation to reflect your content structure.

Link & Embed Objects

Open the  menu and scroll to the Objects section. Create a new object inside the existing one to automatically link them. You can also link an existing object using the  symbol or by selecting Link Object from the  menu. Explore the graph view to see how your objects are connected.

Organize Objects

Manage multiple objects using Sets and Collections:

- Sets allow you to create dynamic queries that group objects based on their Type. For example, Tasks contains all objects with the Task type.
- Collections offer a folder-like structure to organize various objects in one place.

Create a **New Space**

Python ▾

```
import pygame  
screen = pygame.display.set_mode(234, 234, 0)
```

Spaces allow you to organize your content and collaborate with others seamlessly. They help you focus on specific projects, teams, or areas of your life by keeping everything relevant in one place. Your first space is yours alone. Any additional Spaces can be personal or collaborative.

Buy a Membership

You can unlock enhanced multi-party collaboration and extend your network storage, or simply support our work.

Next Steps

This is a basic introduction to what you can do in Anytype. To unlock the full potential:

- Join our [Community](#)
- Explore our [GitHub](#)
- Check out our [Documentation](#)
- Install mobile apps: [iOS](#), [Android](#)