

## Release Notes

### Version 1.6.2 Changes:

- Full Unity 5 support including a standard shader that curves
  - Set Unity 4.3 to the minimum version
  - COMPILE\_NGUI compiler definition can be used to completely remove NGUI from the GUIManager
  - Added a ClickDelay field to the GUIManager to prevent double clicks
  - Fixed the No Occurrence Probably within the Infinite Object Generator from not correctly accepting values
  - Pauses the game when the application loses focus
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### Version 1.6.1.2 Changes:

- Unity 5 script support
  - Changed the PlayerController so it will always track the mecanim animation state changes
  - Added the Coin Magnet layer to the Character Creation Wizard when adding the power up GameObjects
  - Fixed the NGUI 3 scene from not properly generating the objects
  - Fixed uGUI click event error
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### Version 1.6.1.1 Changes:

- Fixed the GUI power up icon not appearing when a power up is active
  - Fixed revival not spawning the player in the correct direction after a turn
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### Version 1.6.1 Changes:

- Added uGUI support
  - Fixed Mecanim from not correctly playing the death animation after a strafe
  - Fixed the platforms and scenes from misaligning
  - Improved the character creation wizard
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### Version 1.6 Changes:

- Set the minimum Unity requirement to Unity 4.0
- Added the scripts to the InfiniteRunner namespace

- Capitalized the method names to follow C# standard
- Added a secondary coin
- Added revivals: can use the secondary coin to revive your character
- Added crossroads
- Added the character creation wizard: can be accessed from the Window toolbar
- Added a GUI notification when a mission is complete during the game
- Added an appearance rule which forces an object to spawn after another object
- Extracted the character mecanim character package
- The tutorial will no longer overlap the pause menu
- Collidable objects will respect the slot spawning settings
- Mecanim character controller will no longer run by default
- Transparent cutout shader optimization
- Renamed the UI layer to GUI to prevent Unity 4.5+ warnings
- Switched to using GetComponent instead of the shortcut to prepare for Unity 5

**Note:** This update includes a lot of C# standardizations such as namespaces and starting method names with a capital letter. As such, every single script was changed in some way and it will probably be easier to merge your additional code to this version rather than trying to merge this version with your code. We decided to do these updates now because we dropped support for Unity 3.5.7 and want to prepare for Unity 5 support.

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#### **Version 1.5.4 Changes:**

- Turns can now have a slope to them
- Fixed inspector controls not showing correctly in Unity 4.5.
- Fixed NGUI 3 in game GUI animation not playing after restarting the game from the end game menu
- Changed a reflection method to allow building for Windows Store/Phone again
- Added repeatedJumpDelay to the PlayerController instead of using a constant

**Unless there are any major problems, this will be the last release supporting Unity 3.5.7.**

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#### **Version 1.5.3 Changes:**

- Added free horizontal movement to the input controller
- Added an option to cache a set amount of platforms/scenes before the game starts
- Added a pivotOffset variable to the player for characters that don't have their pivot point on the bottom
- Added animation compatibility between NGUI 2 and 3

- Replaced the distribution version of NGUI with the free version
- Fixed the sections loop back to index value not working properly
- Missions weren't being saved properly
- The character turns correctly when changing directions in the opposite direction of the curve
- The final score now accounts for the score multiplier
- Perform the input actions on mouse down instead of up
- Minor bugfixes

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#### **Version 1.5.2 Changes:**

- Updated the NGUI 3.0 Assets package to have proper animations when the game ends
- Minor bugfixes

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#### **Version 1.5.1 Changes:**

- The PlayerController no longer uses a rigidbody for its physics. It now does all of the physics on its own. The result is a much smoother movement.
- The CameraController smoothly follows the character.

#### **Required Changes:**

- The following variables must be set:
  - o PlayerController.JumpHeight
  - o PlayerController.Gravity
  - o CameraController.SmoothMoveTime
  - o ChaseController.SmoothMoveTime
- The following variables were deprecated:
  - o PlayerController.JumpForce
  - o PlayerController.JumpDownwardForce
- The following variables changed in their use and their values should be updated:
  - o CameraController.MoveSpeed
  - o CameraController.RotationSpeed
  - o ChaseController.MoveSpeed
  - o ChaseController.RotateSpeed

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#### **Version 1.5 Changes:**

- Added a chase object

- Mecanim support – extract CharacterMecanim.unitypackage to use mecanim (Unity 3.5.7 doesn't have mecanim so we have to package it this way)
  - The camera no longer has to be positioned behind the player - making side view runners
  - New power up particles and a new speed boost power up
  - Obstacles can now be marked as being able to be run on top of
  - New power up progress GUI icon
  - A strafe animation when changing slots
  - Removed deprecation warnings
  - Minor bug fixes
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#### **Version 1.4.2 Changes:**

- Improved jumping and now casting a ray to improve the collision with platforms that change height
- Added NGUI 3.0 scene (within Unity package file)
- Jump and slide can completely be disabled by setting the PlayerController.jumpForce or PlayerController.slideDuration to 0
- Saving more details for the startup objects
- Minor bug fixes

#### **Required Changes:**

- Startup objects that you created in previous versions will no longer work. Startup objects can be created again using the same method as before.
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#### **Version 1.4.1 Changes:**

- Changed the GUI to be in portrait orientation
- It is now night outside
- Added a fade to the curve shader so it can fade out in the distance
- Improved the particle effect of the different types of power ups
- Improved the in game GUI: coins will now animate to their collection point
- Added shake to the camera
- Improved the handling of the slot position using the accelerometer on mobile devices
- Added platform defines for BlackBerry and Windows Phone 8
- Other minor bug fixes

#### **Required Changes:**

- The curve shaders NearCurve/FarCurve values were swapped in the shader. Now near curve is really the near curve and far curve really is the far curve.

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**Version 1.4 Changes:**

- Added curved platforms! Add curves by adding Control Points to your Platform Object
- Collidable objects (obstacles, power ups, coins) can now specify which slot they can spawn on top of.
- Added an option to all the camera to stay at a steady height instead of moving with the player
- Added an example of using the jump platform (and a couple new classes to go along with that)
- Score is now determined by distance traveled
- Fixed multiple bugs related to sections
- Improved swipe input
- Performance improvement when spawning new objects
- Other minor bugs

**Required Changes:**

- To add curves, the Infinite Object Generator went through a significant rewrite. As such, any startup objects that you already created will not work with the new system. You can recreate the startup objects with the same method as before
- InfiniteObjectGenerator.horizon has been renamed to square horizon. This value must be  $\text{horizon}^2$
- New tags have been added: PlatformJump and Floor
- The following properties were deprecated:
  - o PlatformObject.turnLengthOffset
  - o PlatformObject.isJump
  - o PlatformObject.jumpLength
  - o SceneObject.horizontalOffset
  - o PlayerController.rotationSpeed
  - o PlayerController.cameraPosition
  - o PlayerController.cameraRotation
- If any of the above properties are not zero, a warning will appear in the console log instruction the new property to use. These properties will be removed in the next feature release.

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**Version 1.3.3 Changes:**

- Renamed aboveTurn to abovePlatform within InputController to prevent iOS/Android compiler warning

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**Version 1.3.2 Changes:**

- Sections weren't being reset properly
  - The scene object height will always match with the platform object height
  - Prevent sliding while on a slope
  - Coin objects work with optimizeDeactivation
  - Recursively deactivate/activate collidable objects in Unity 4
  - Sections weren't properly being remembered throughout the different object locations
  - Don't move the infinite objects forward if the player turned over a non-turn platform
  - Added larger colliders to the stair scene objects
  - Renamed updateNotes.pdf to release notes.pdf (you can delete updateNotes.pdf)
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#### **Version 1.3.1 Changes:**

- More than 2 sections now work correctly
- Projectile ignores collisions with the tutorial trigger

#### **Required Changes:**

- Improvements were made to the section editor. Because of this, if you had more than two sections setup you will need to recreate those sections within the Section Manager
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#### **Version 1.3 Changes:**

- GUI Improvements
- Added a crossbow with a projectile for Character2's attack
- Added moving obstacles
- Added a stumble when the character hits an obstacle
- InputController now uses Unity's Input Manager instead of hardcoding keys
- Allows a distance value to be specified to loop back to
- Expanded Static Data: character count is no longer hardcoded and the power up / character names/description are also stored in static data
- Added optimizeDeactivation to each infinite object: if enabled, only the object's renderer/collider will be disabled/enabled instead of the whole game object and children
- The character's run animation speed can change based on the run speed
- Added facebook/twitter links to the GUI for social integration
- With restrict turns enabled, the character will now turn the correct direction when the player turns
- Other minor bugfixes

#### **Required Changes:**

- Due to the GUI improvements, the ClickType enumerator order changed. This means that the enumerator won't match up correctly with previous projects. In order to fix this, go through each GUI button and ensure the GUIClickEventReceiver Click Type is correct.
  - A new MovingObstacle layer has been added to layer 14
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#### **Version 1.2.2 Changes:**

- Always apply a downward force when not jumping to prevent the player from floating on a platform with a negative slope
  - Added simultaneousTurnPreventionTime to the Player Controller to prevent too many turns from occurring too quickly right after another
  - Platform heights and scene heights weren't being persisted correctly when you saved out a run of objects
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#### **Version 1.2.1 Changes:**

- Collidable objects weren't being properly activated on a restart
- StaticData inspector works correctly when you assign StaticData to a new game object
- SocialManager wasn't attached to the Game game object
- InfiniteObjectHistory wasn't assigning lastObjectSpawnDistance correctly
- Improved the PlayerController pause for Unity 4 (previously the character may move while paused on stairs)
- If swipeToChangeSlots is enabled the player will turn if over a turn platform. Otherwise the player will change slots

#### **Version 1.2 Changes:**

- Added sections with transitions
- Added height variation
- Added a character selection menu
- Added Game Center integration
- Improved the component inspectors
- Added the ability to link your scene to a platform
- Added "loop" to the Appearance Probabilities
- Added "restrictTurn" and "allowAttack" to the player controller
- Added "swipeToTurn" to the input manager
- Added "overrideSize" to platform/scene objects for manual sizing
- Scene objects are no longer required
- Improved the handling of turns with the camera

- On game restart, objects will be respawned before the old objects are removed to prevent the camera from showing no objects within the transition on slower devices
- Other minor bugfixes

See the updated documentation at for more details on these features.

#### **Required Changes:**

- SceneObject no longer has left/right turn options. Instead use the new platform linking feature.
- PlatformObject turns no longer calculate the offset for you automatically. Instead manually input this value within turnLengthOffset
- InfiniteObjectManager “scene” variable has been renamed to “scenes” to keep it consistent with the rest of the names
- “maxCollisions” has moved from the GameManager to the PlayerController to allow individual characters to have different collision thresholds

#### **Readme Additions:**

Unity has changed the way lightmaps are implemented across the various releases of Unity 4. The lightmaps included in this package are created with Unity 3 and may show up blocky depending on what version of Unity you are using. To create correct lightmaps for your version, drag in all of the scenery objects into the main scene within the **Prefabs -> Scenery** folder and making sure they are spaced far enough apart that the lights don’t overlap. Bake the lights within **Window -> Lightmapping -> Bake Scene**. Finally, move the scenes back to their starting position and hit Apply within the inspector pane. When positioning the scenes, I have found that it is fastest to space the scenes by an increment of 50 along the z axis. This method allows you to set the z value back to 0 for every scene when you are done baking the lightmap. Alternatively, send us which version of Unity you are running and we’ll send you the correct files.

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#### **Version 1.1.4 Changes:**

- Fix: If the player died right after a turn objects would hang around
- Fix: Coin magnet trigger no longer causes collisions with other obstacles – need to add the “CoinMagnet” layer (see the readme)
- Fix: Power ups would cause a null pointer if it was maxed out

#### **Required Changes:**

- The CoinMagnet layer has been added to layer 13. The coin magnet power up trigger uses this layer to collect coins
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**Version 1.1.3 Changes:**

- The character can attack obstacles
- Missions
- Variable speeds
- Collidable prefabs can contain other CollidableObjects
- Object movement optimization
- Scene prefabs center doesn't have to be located at the true horizontal center
- Improved GUI

**Required Changes:**

- DistanceProbability has been renamed to DistanceValue. This was done to ensure the naming convention makes sense for all uses. The PlayerController uses this DistanceValue to have variable speeds. Any AppearanceProbabilities setup will have to be remade
- The Obstacle layer has been added to layer 12. The PlayerController sends a ray cast on an attack to determine if there are any destructible obstacles in front of it.
- Tutorial and Startup prefabs will have to be remade. The InfiniteObjectGenerator has been optimized and it now places the platform and scene objects in a hierarchy.