CATEGORIES:

PLAYER CONTROLLER

- Improved ground adherence on stairs, allowing to use an option to check for stairs with different inclination, so now both straight steps or inclined or deformed can be traversed by the player
- Moved field options used to use different values for jump power, air control and similar movement settings on sprint from other powers to player controller component, to make it easier to find and manage them

WEAPONS

- The weapon configuration for the player has been improved to make it more faster and automatic to configure, for a specific mode. I added a modification to configure easily the positions of the weapons in hand when no IK is used. Now there is no need to select copy and paste manually, a button allows to copy and another, to paste the values
- It only needs to just draw, aim the weapon and stop aim, so the weapon is placed in the player's hand and the values can be copied in that moment, to paste them after stop the game
- This avoids the need to search the transform reference used, copy values and paste manually, and it will be used for other IK and reference positions on the weapons, making a lot faster the process to configure new positions for any weapon

VEHICLES

- Added the option to activate the tutorial system when entering a vehicle, triggered by events, so you can activate it when the player enters a vehicle for the first time to explain any aspect of it. Same to show button actions in screen while driving a vehicle, to show possible actions and the key used for it
- Added option on car to use steer on rear wheels
- Added option to use steer on vehicles by using the camera direction, so if for example you are driving the car and look to the left, the vehicle will rotate toward that direction. This works for all vehicles, including the aircraft which moves in the vertical and horizontal axis of the camera too
- Also, it allows to combine the horizontal input and the camera direction, so you can still use the horizontal input as main steer direction or just use the mouse direction
- Also, when moving the vehicle backwards, it reverses the steer direction, that helps to have a better control while moving backward

OTHERS

- Improved menu management to change between different ingame menus like inventory, map, objective log, etc… more easily along with a simpler configuration of UI elements to set the next and previous menus
- Added option on grab objects to manage the situation when the player is carrying an object and want to use the mouse wheel to zoom in the object in case the change of camera state using the mouse wheel is also active. In this case, if the option is active the camera doesn't move of state (it can rotate of course) while the player is grabbing an object and uses the zoom. If the option is disabled, the object is dropped when the player uses the mouse wheel if the option to change between camera states is active
- Added auto scan option in the scan system to auto scan objects when the player looks to an object that can be scanned, without need to press and hold the scan button. There are also options to set the max distance allowed by the system to ignore an object to scan if the distance to camera center is higher than x value
- Added text explanation field on the features manager inspector, so it can explain easily how the features manager works to get and set different configurations to the player and his components
- Configured a higher position to show the damage numbers received on the player on third person
- Added option to not use screen limit on the cursor when is being controlled with the gamepad
- UI icons which follows positions of objects on screen (for map, objectives, health bar, pickup icons, grab objects, lock-on target system and the rest) has been improved, making a much smoother movement on screen while the player moves, rotates camera or use the aim assist or the lock-on target to make the camera to look to a certain object
- Added new demo scene to try the ground adherence system on stairs with real mesh colliders and different step height, including different inclination than 0 of the steps
- Added new demo to try the grab object system, including to carry objects physically on player's hands, using powers and more options

ISSUES/BUGS FIXED

- Bug which was causing that the player wasn't drawing weapons properly when the dual weapons was activated
- Fixed some parameters in the input manager to show properly actions and keys pressed used for debug (by default they are disabled)
- Fixed little issue with the right trigger of the gamepad which hadn't all the proper values assigned during gameplay when pressing the trigger
- Fixed issue on grab objects physically on player's hands on third person which was causing the player to behave awkward when he grabbed one of these types of object the first time, so now these objects are grabbed properly at any time

- Fixed issue with the weapons related to use the hit melee action to hit something with a weapon when the option to use deactivate IK is active (the option to carry a weapon in player's hand without IK) and when the hit action was pressed before the player has drawn the weapon totally in third person