



Transform Colours Change Log

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Contributors

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Last Updated

11/09/2021

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Update 1.1.6



Added support for the changes to the transform component in 2021.2 or higher.

Store Listing Changes

- Updated the store description to better explain the asset and its usage.
- Updated the store graphics to fit the new style we have made for our assets.

Asset Changes

- Added support for the 2021.2 scale constrain toggle with a scripting define.
- Made some minor changes to the asset backend.
- Updated documentation & changelog to match the new style.

Update 1.1.5



October 2020 asset audit, updates and general improvements to the existing codebase.

Store Listing Changes

- Updated the asset title to remove the "(CG)" characters after the asset name. This has been replaced with "| CG" instead to look a little neater.
- Updated the main asset description to explain more about the asset and its features.
- Updated all links to be correct for the asset.
- Updated to key images to all be the same size as the main key image.
- Updated documentation links.

Asset Changes

- Updated the header comment on the script.
- Updated the layout of the code to be cleaner.
- Added a menu item to show a "2D" view, which just reduced the opacity of the transform elements commonly not used in 2D game development.

Update 1.1.4



Bug fix update.

Asset Changes

- Updated the discord invite, as it was broken, to be our redirect so it doesn't need updating again.

Bugs Fixed

- Fixed an issue where the rotation values would not go further than 90/270, instead altering other rotational values.
- Fixed an issue where GameObjects could not be renamed when using the asset. (Reported by a user on the Carter Games Community Discord Server).
- Fixed an issue where rotations on children objects are reset by the inspector without any user input. (Reported by a user on the Carter Games Community Discord Server).

Update 1.1.3 and older, no logs saved...



We sadly don't have any records of these updates to populate this area of the assets history.

Update 1.0.0



Original release.