



## ***Change LOG***

### **Version 1.6**

- Update for Unity 2019.4.18

### **Version 1.5**

- Upgrade Documentation
- Support Unity 2018-2019

### **Version 1.4**

- Update for new terms
- Fix Example Scene

### **Version 1.3**

- Upgrade for Unity 2018
- C# Scripts Update

### **Version 1.2**

- Unity 2017.3
- Documentation update for Customer

### **Version 1.1**

- Unity 2017.1
- Warning not used variables “*isIDLE*” & “*Obj*” fixed.

### **Version 1.0**

- Initial release.